

**ALBUQUERQUE WOMEN'S SOCCER LEAGUE (AWSL)**  
**RULES AND REGULATIONS**  
(Fall 2006)

I. Playing Year

The *playing year* is the period from August 1 of one year to July 31 of the following year. The *fall season* is the period from August 1 to January 31; the *spring season* is the period from February 1 to July 31.

II. Player Registration

A. Eligibility

Any female who is the age of seventeen turning the age of eighteen within that playing year, or is eighteen or over the age of eighteen within that playing year in good standing with the United States Soccer Federation(USSF) is eligible to register with one team in the AWSL. A *new player* is anyone who has not been registered with AWSL during the current playing year.

B. Fees

The registration fees for the upcoming year will be set by AWSL at least one month prior to that season's registration.

C. Refunds

No refunds will be given following the first scheduled league game after the player has registered. Refunds will be considered under the following conditions:

1. The player moves out of town.
2. The team disbands.
3. Medical reasons, substantiated by medical documentation, including pregnancy, prevent the player from playing.

Requests for exceptions to this rule must be presented in writing to the Executive Committee for consideration. Once a player is registered with the state, only a partial refund will be given.

D. Registration Dates

1. Registration will open at least three weeks prior to the first scheduled game of each season and will close at the last registration date before the final regularly scheduled game of the season. Specific dates within this period will be established by the registrar.

2. A player must be registered before 2:00 P.M. the Saturday before in order to play an official game the following Sunday.
3. Registration for AWSL tournaments will be established by the AWSL.
4. After the 5<sup>th</sup> game of the season players will be provided a prorated registration fee:
  - a. After the 5<sup>th</sup> game the fee will be \$60.00
  - b. After the 6<sup>th</sup> game the fee will be \$55.00

#### E. Pass Cards

Each player must provide one acceptable wallet-size (approximately one-inch by one-inch) photograph of herself (face only) to be affixed to the official pass card. The pass remains the property of the AWSL and must be surrendered when the player withdraws, transfers from one team to another, or is suspended. Failure to surrender the card may result in disciplinary action. Each player shall present to the referee her player pass before the start of each game. All passes are to be returned to the captain or representative at the conclusion of the game unless the referee retains a pass (or passes) because of misconduct or other violations. If a player is ejected for misconduct, the referee shall deliver the pass to the AWSL, and that player shall be ineligible to play until the pass is returned. No players will be permitted to participate in an AWSL league or tournament game without current player passes. If a player's pass is not available, she can get temporary approval to play by notifying the President or Vice-President at least twenty-four hours before game time. A player whose player pass is lost or misplaced may have a new card issued under the same USSF ID number. The fee for replacing the card is \$10.00.

#### F. Transfers

1. A player may transfer from one team to another upon presentation of a transfer form signed by the releasing team representative, the player's pass, a registration form for the new team signed by the accepting team representative, and a \$10.00 transfer fee. Transfers fees for tournaments will remain at \$7.00.
2. A team representative is obliged to release any player who requests release unless the player has unmet obligations to the team. The team representative should complete all necessary paper work in a timely manner so as to allow the transferring player to complete transfer procedures before 10:00 P.M. Thursday. Refusal to release a player may be grounds for disciplinary action. Disputes arising between players and team representatives or between team representatives regarding their ability to transfer players between teams shall be resolved by the Appeals and Disciplinary Committee.
3. No transfers will be allowed following the midpoint of a season. *Midpoint* is defined as the completion of half the games regularly scheduled for that season.
4. A player may transfer only once during a season.
5. Transfer procedures must be completed before 2:00 pm on Saturday, and the player must sit out the next regularly scheduled game.

6. If a team officially notifies the registrar that it is disbanding at any time during the season, its players may transfer without sitting out a game. All other transfer procedures remain in effect.
7. If a player transfers between the fall and spring seasons, that player does not have to sit out the first game of the spring season. All other transfer procedures remain in effect.
8. No player registered to play in the League may transfer to or play for another team in the League unless the team she is, has been, or was last registered with has paid all of its dues, operating fees, and fines. Any player who pays the league ten percent of the balance owed to the league by the team shall be permitted to complete the transfer procedures as described herein. Payment of the ten percent must be made in addition to paying the standard transfer fee.

#### G. Ineligible Players

1. Only properly registered players may participate in sanctioned league games or tournament play. Violations of this rule, including but not limited to the use of altered official passes or use of non-registered players, will result in all or any combination of the following disciplinary actions:
  - a. A fine of not less than \$20.00 per ineligible player, to be imposed on the team committing the infraction. The fine is to be paid before the next game or within ten days.
  - b. Suspension of the team coach and/or team representative for a minimum of two games in the current or succeeding season of play.
  - c. Failure to pay assessed fines or adhere to suspensions will result in suspension of the offending team and each registered player of the team and forfeiture of games, as determined by the Executive Committee.

### III. Team Registration

#### A. Team Definition

A *team* is defined as the majority of its players. A *new* team is defined as one made up of previously unregistered players or of players from other teams not comprising a majority of any one former team at the end point of any season.

#### B. Procedure:

1. Registration shall be held annually at the beginning of the fall season at least three weeks prior to the start of the fall season. The date(s) and time(s) will be scheduled by AWSL.
2. A team registering in the fall shall be deemed registered for the entire playing year (August 1 of the present year to July 31 of the following year). Teams registered at the annual registration will be deemed active teams for the spring season unless AWSL is notified otherwise.

At the start of the spring season, only registration of new players, transfers and new teams entering the League will be required. All new players will be assessed USSF, NMSSA, liability insurance fees, medical insurance fees, and a per-player League fee set by the League in the fall. All players transferring from one team to another will be assessed pursuant to Rule II.G.

3. New teams wishing to enter the league shall make formal application to the League (in the form of a letter requesting placement in the League), accompanied by a list of no less than 11 members of its proposed team. This request and list shall be provided by a deadline set by the League prior to the start of each season. The list shall contain the following information: Player's name, last team affiliation, number of years with the last team, number of years played in AWSL and other leagues, divisions played within AWSL. The league will then notify the team of its assigned division.

Placement games should be played before the game schedule is completed, approximately six weeks prior to the start of games. The executive committee and new team representative will jointly decide which team to play and notify them no less than one week prior. The gauge team will be allowed unlimited guest players from their half of the division to make up an appropriate roster. The cost for field lining and referees will be born by the league. See also Administrative Procedures for Placement Games.

4. New teams registering in Fall will be registered for the whole playing year (August 1 of the present year to July 31 of the following year). All New teams will be assessed USSF, NMSSA, liability insurance, team deposit, medical insurance, referee fee, and a per-player League fee.

C. Refunds. See Rule II.D.103

D. Registration Procedure - Dates/Times/Location

The League will set specific registration dates and times for team registration at least one month prior to annual registration in the fall. Registration will consist of team and/or individual registration. After the scheduled team registration dates, individual player registration will be done by the registrar in accordance with the guidelines set by the registrar-by appointment only.

D. Registration Fee

Team registration fees will be set by the AWSL at least one month prior to fall season registration. If changes are made in the USSF fee schedule after the AWSL fees have been set, AWSL will notify the team representatives immediately as to the fee changes. A deposit (set by the AWSL) will be required of teams that have not played before with the League. This deposit will be used for penalties incurred during the year. The following penalties may be incurred:

1. \$10.00 for the first missed mandatory\* AWSL meeting by a team.
2. \$15.00 for the second missed mandatory AWSL meeting by a team in a season.
3. \$20.00 for the third missed mandatory AWSL meeting by a team in a season.

4. \$5.00 for being late to the AWSL meeting.

\*All League meetings except those held in January and July will be mandatory.

#### F. Team Size

A team needs a minimum of eleven eligible players in order to register as a team. A team with fewer than eleven registered players on its roster at the start of any official game will automatically forfeit that game by a score of 1-0. (See rules II.A and III.J for discussion of youth-registered players and injured player reserve lists). However, only seven players from a team need to show up for the game. A team is allowed to register a maximum of twenty-one players. Only eighteen players from a team will be allowed to play during a game.

#### G. Team Colors

A Team's jersey color must be designated when a team registers. Every team is required to have an official uniform with permanently fixed numbers. If a team changes colors during a season, they must notify the AWSL Registrar. They must also notify their opponents for the remainder of the season after the color change. In case of similar colors between two opposing teams, the home team will be responsible for wearing an alternate color. Failure to comply will result in a forfeit of that game with a score of 1-0, if the game is not played. If a color conflict occurs because a team fails to tell an opponent that they changed their team colors, the team that changed colors will be assessed any penalties resulting from the color conflict whether or not they are the home team. In this case, the other team will not be penalized.

#### H. Sponsors

A team may find a sponsor and advertise the sponsorship provided that the nature of the sponsor's business or the advertising brings no discredit to the game, the AWSL, or the team.

#### I. Insurance

Players are responsible for their own medical insurance. The AWSL will purchase liability insurance and attempt to purchase supplementary medical insurance through the New Mexico State Soccer Association (NMSSA) and the USSF.

#### J. Injured Player Reserve List

Each team will be allowed to register a maximum of twenty-one players. Team representatives will be allowed to retain all player passcards during the season. However, only eighteen players will be allowed to participate in a game.

#### K. Disbanding Teams

Teams that disband during the season are required to notify the AWSL Registrar and President at least 72 hours before the next scheduled game. The disbanding team's players may transfer without sitting out a game. All other transfer requirements will be honored (See Rule II.F).

#### L. New Teams

New teams may enter the AWSL at the voting discretion of the Executive Committee.

#### M. Team Name Change

A team cannot change its name during the playing year.

#### N. Scheduling of Games

Game schedules will be prepared and distributed prior to the beginning of the season. This system allows teams and their players an opportunity to adjust their personal schedules around the preplanned game schedule. After the schedules have been prepared and distributed, teams will not be allowed to deviate from their schedule except for conditions which fall under Rules IV.F. and V.A. Accordingly, teams that are unable to play a scheduled game due to other commitments will forfeit with a 1-0 score. Whenever possible, all teams will be scheduled for an equal number of games.

#### O. Team Representatives

Each team will designate a team representative and an alternate representative. The representatives must be specified when the team registers. Representatives cannot be changed once league games begin for the season. Representatives can be changed when playing for the season ends. Exceptions will be considered if the team representative or alternate drops from the team.

### IV. Rules of Play

#### A. FIFA Laws of the Game prevail with the following exceptions:

1. Field size is ideally a minimum of 100 yards by 75 yards, but pragmatism may require variation.
2. Goal nets will be used.
3. Substitutions shall be unlimited and may be made, with the consent of the referee, at the following times:
  - a. Prior to a throw-in in your favor.
  - b. Prior to a goal kick (by either team).
  - c. After a goal (by either team).
  - d. After an injury, by either team, when the referee stops play.

- e. At half time.
  - f. A player(s) receiving a yellow card may be substituted before play resumes; the other team may substitute an equal number of players.
  - 4. Metal cleats are prohibited.
  - 5. Shoes with toe cleats (i.e. a single cleat at the toe of the shoe) are prohibited.
- B. The designated home team will be responsible for a game ball and the field equipment if needed.
- C. Tie games will remain ties during the regularly scheduled season.
- D. A team forfeits under the following conditions:
- 1. At the scheduled start of the game, the team has fewer than seven acceptable players.
  - 2. If a team has fewer than seven players at any time during a game, the team forfeits.
  - 3. The Appeals and Disciplinary Committee (ADC) judged the team or its' spectators responsible for the abandonment of the game by the referee.
  - 4. The team has fewer than eleven players registered.
  - 5. The team uses ineligible players.
  - 6. The home team fails to have uniforms of contrasting colors. If the game is not played, the home team will forfeit with a 1-0 score (See exception in III.G).
  - 7. A team that knows it will forfeit an upcoming game can get the game rescheduled if the following conditions are met:
    - a. The AWSL President or Vice-President is notified of the forfeiture in writing at least seven days before the game was to be played.
    - b. The team gives the President or Vice-President just cause for rescheduling and both the President and Vice-President agree that rescheduling is appropriate (such as team playing in tournament, etc).
    - c. The game can be rescheduled by the Executive Committee.

If any of these conditions are not met, the team will forfeit with a score of 1-0. A team that forfeits a game without notifying the President or Vice-President at least seven days in advance will be charged a fee which is equivalent to the cost of the referee and two linespersons. This fee is to be paid to the President or Vice-President by the following Thursday, or their next game will not be played. Any tournament play leading to the National Challenge or State Cup takes priority over normal AWSL competition. Any AWSL games which are not played because of National Cup or State Cup games will be rescheduled without forfeits or fines.

E. Non-AWSL Games

Permission must be requested of the AWSL and the NMSSA to play in USASA-affiliated tournaments out of the state of New Mexico.

#### F. Abandoned Games

1. If a game is abandoned because of weather conditions, it will be replayed in its entirety, if a field and referees are available. It is the responsibility of the team representatives to notify the AWSL within forty-eight hours of the need to reschedule the game.
2. If the game is abandoned because of player, coach or spectator behavior, the Appeals and Disciplinary Committee (ADC) will investigate the incident within ten days of notification to the Executive Board, and will specify either that the game is to be replayed or the official outcome of the game. The ADC can also put sanctions against a team or individual players, which may include suspensions for the remainder of the season and the following season or disbanding of a team.

#### G. Equipment Duties

1. Each team is responsible for putting up a net prior to the start of the first scheduled game for that field. Teams that consistently neglect to put up nets will be subject to action by the Appeals and Disciplinary Committee.
2. Each team is responsible for taking down a net following the last scheduled game for the field they just played. Teams that consistently neglect to take down nets will be subject to action by the Appeals and Disciplinary Committee.
3. AWSL will assign equipment duties to teams throughout the playing year. If equipment is stolen or lost due to neglect by the team assigned to take the equipment, the team will be fined the replacement cost of the equipment as incurred by the League. No players will be allowed to transfer from such teams that have been so penalized as long as such fines remain unpaid.

#### V. Officials

- A. Official games shall be refereed by USSF-certified referees. If a certified referee is unavailable, another qualified adult may be asked to referee the game, provided that both team representatives indicate their agreement in writing before the game starts. If a non-certified referee is used, the team representatives must notify the AWSL President or Vice-President within twenty-four hours. Rather than use an uncertified referee, a team representative may ask for the game to be rescheduled.
- B. Referees shall be paid a fee mutually agreed upon by both the AWSL and the referees' association. Payment shall be by AWSL check and shall be rendered immediately after authorization by the head of the referee committee.
- C. The referee shall file a game report with the Albuquerque Soccer Referee Association (ASRA), and the ASRA will provide the AWSL with a copy. If a player is ejected, the referee will retain her pass and turn it in to the AWSL.
- D. If a referee attacks a player physically, the team representatives have the right to stop the game. In such a case, the game shall be replayed. A report should be sent to the ASRA.

- E. Referees may be asked to appear before AWSL committees at any time to explain their reports or to testify in ADC hearings.
- F. Complaints against referees should be submitted in writing to the League. Complaints should include the official's name, the field on which the game was played, the date, the time, and the names of the teams participating in the game. Complaints should be documented with specific areas where the referee behaved inappropriately.
- G. AWSL will encourage the scheduling of USSF-certified referees to serve as linespersons. If USSF certified referees are not available for all games, AWSL will develop a procedure for providing linespersons. The procedure will be suggested by the Executive Committee and voted on by the team representatives each year. The vote will be taken at the July League meeting.
- H. Youth referees of any age that have been certified as USSF referees will be welcomed as linespersons.

#### IV. Divisions, Standings, and Relegation

##### A. Division Size

There will be 4 divisions in the League. Division size(s) will be determined based on the number of teams registered, the playing level of the teams registered, and the number of allowable weeks of play determined by Albuquerque Parks and Recreation. The Executive Committee will make every attempt to keep the divisions at a size in order to avoid playing teams in the same division more than once per season if at all possible.

##### B. New Team Entry

The league shall be comprised of divisions based on consideration of talent, experience, and such other factors as the League determines will promote equal levels of play. The Executive Committee reserves the right to place teams within the division structure prior to the start of each playing season.

Unless mutually agreed that a new team should be placed in the lowest division, new teams will be placed in the division structure based on the result of a pre-season placement game and the Executive Committee's assessment of the new team's talent and experience. In the Spring season, if there is no room in the most appropriate division, the new team may be placed in either the next division up or down. The league will then notify the team of its assigned division.

##### C. Standings

AWSL standings will be determined each season on the following basis (in this order):

1. Record of wins, losses, and ties, (with 3 points for a win, 1 point for a tie, 0 points for a loss.)
2. Who beat whom.
3. Fewest goals allowed.

4. Greatest goal difference (goals scored minus goals allowed)
5. In the event of teams having identical records, there will be a playoff if necessary to determine relegation for the next playing year.
6. Minus 0.2 point for not notifying the AWSL of the game result by the time specified by the league at the beginning of the season.
7. New teams joining in the Spring will not count in the standings, nor will games played against them.

#### D. Relegation

1. Relegation will take place at the end of each playing year and will determine division placement for the following playing year.
2. The two highest ranking teams in each division (except the top division) will move up to become the lowest ranked teams in the next division above. The two lowest ranking teams in each division (except the lowest division) will move down to become the highest ranked teams in the next division below. Each team being relegated may choose to be placed in the middle of its new division to stay in its new division. If an eligible team does not exercise this option, in writing, to the President of the League at the time the team registers in August, the team may be subject to being moved back to its previous division due to league restructuring.
3. If the divisions do not have enough teams to avoid playing teams in the same division more than once per season, promotion will take place by adding the next highest ranking teams to accomplish this if possible.
4. A team in a lower division may challenge the lowest team of a higher division. See Administrative Procedures for Challenge Games. The winner of this challenge is in the higher division and the loser is bumped to the top of the next lower division. The winner of the challenge game will play the season in its new division. The request to challenge must be submitted in writing no later than the time the team registers in August for the upcoming playing year. A fee equivalent to the cost of the game officials must be paid by the challenging team when the written request is submitted. If the challenged team forfeits, this fee will be returned. The players must be registered in order to play. The challenged team has the option to play or forfeit the challenge game. If they forfeit, they move to the top of the next division below them. (See Administrative Procedures for Challenge Games)

#### VII. Player, Coach and Team Discipline

- A. Disciplinary action taken by the ADC may include reprimand, suspension or forfeiture of the game, suspension of players or coaches from the league for the remainder of the season and the following season, or permanent expulsion from the league.
- B. Ejections
  1. A player or coach ejected from a regularly scheduled game or AWSL-sanctioned postseason game for a technical infraction (such as violations of the rules, etc.) will be suspended for the next two regularly scheduled played game or tournament game, whichever comes first.

2. A player or coach ejected from a regularly scheduled game or AWSL-sanctioned postseason game for a abusive behavior including
  - a. Denies an opponent a goal or obvious goal-scoring opportunity by deliberately handling the ball; or
  - b. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick; or
  - c. Uses offensive, insulting, or abusive language (not including referee abuse); or
  - d. Receives a second caution in a game  
Shall be suspended for the following AWSL game for which her team is scheduled, whenever that next game occurs and must pay a \$10 fine for the sendoff prior to being reinstated to good standing. Games canceled do not count towards fulfillment of any game suspension. Players sent off from the final game of the fall season shall be suspended from the appropriate number of games of the spring season to complete the suspension and players sent off from the last game of the spring season shall be suspended from appropriate number of game of the following fall season. Players suspended from AWSL outdoor league competition cannot fulfill their suspension by missing games in coed competition, 5-a-side competition, or in Over-30 competition. Players who do not pay a fine for send offs shall not be eligible to play in future seasons until such fines are paid.
  - e. Any player sent off for serious foul play shall be suspended for a period of two League games and fined \$25.00.

3. A player or coach ejected for violent conduct, including spitting at another person or opponent, will be suspended for the next three regularly scheduled played games or tournament games and will be fined \$50.00, which must be paid prior to their next eligible game. The person sent of for such violent conduct shall be required to post a \$50 cash bond with the League for a period of one year from the date of the send off. If the player receives another send off for such violent conduct during that one-year period, the person shall forfeit the \$50 cash bond and be suspended for a period of one year from the date of the second send off. Further sanctions may be imposed by the AWSL Disciplinary Committee.

- C. Coaches are also subject to yellow and red cards for their behavior or the behavior of their teams' fans. Coaches and team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions. Other individuals who may reasonably be construed as being associated with a team, such as relatives and spectators, shall also be subject to the authority and jurisdiction of the League and NMSSA. Any coach or team official shall be held responsible for the actions of any individual(s) at any match that, in the opinion of the referee, is a supporter of the team. Prolonged remarks or abusive disagreement with the referee or linesman by such individual(s) shall result in a request by the referee to the coach/team official to control the unacceptable behavior. If the coach/team official cannot or will not control the individual(s) involved, the referee shall have the authority to caution the coach/team official for ungentlemanly conduct. If the disturbance continues uncontrolled and with no attempt be the coach/ team official to control it, the referee shall have the authority to eject the coach/team official for persisting in misconduct after having received a caution.

#### D. Discipline Point System

The following point system will apply to all sanctioned play during the playing year including tournament games. One corner of the player's passcard should be clipped off for each 5 point infraction. It is the responsibility of the player to keep track of their individual disciplinary points. The point system is intended to represent minimum sanctions to be taken against individual players, coaches, and team officials. Additional suspensions and fines can be levied if, in the judgment of the Appeals and Discipline Committee, circumstances regarding an incident justify further action.

DISCIPLINARY ACTION	DISCIPLINARY POINTS
Caution (yellow card) of player	5
Ejection (red card) of player	10
Ejection (red card) for violent conduct	20

Any player cautioned twice in a single game, resulting in a sendoff for persisting in misconduct, will receive only the ejection Points. A player who is cautioned and sent off that is not for persisting in misconduct (second caution) shall receive points for both the caution and the sendoff.

2. A player will be suspended for the remainder of the season (Fall or Spring) when she has amassed twenty-five disciplinary points. A player who receives three cautions during a season shall be suspended for one game following the third caution. There is no fine for the third-caution suspension
3. A player who receives two send-offs during the same season shall be suspended for two sendoffs following the second red card. If necessary, the suspension will be served in the next season.
4. All individual points are canceled at the end of the playing season (Fall or Spring) except that suspensions and fines will carry over into the next year.
5. Players retain their individual points for the remainder of the current season, even if they transfer to another team. Suspended players must sit out the suspension period even if they transfer to another team in the meantime.

#### E. Conduct Detrimental to the AWSL

A player, coach or team may be subject to disciplinary action by the ADC for conduct detrimental to the AWSL or the game. The ADC is required to initiate an investigation of such behavior upon request of the Executive Committee. It may also undertake investigation on its own initiative.

## F. Appeals

1. All appeals of disciplinary actions or game protest shall be directed in writing to the AWSL or the VP of Discipline by the following Wednesday after the game, accompanied by a \$ 25 fee. The fee and any other fees or fines previously paid for that incident will be returned if the appeal or protest is upheld; it shall revert to the ASL treasury if the appeal or protest is denied. In the case of individual suspension, the fee may be waived if requested. All protests are to be made by the Wednesday following the protested action.
2. Decisions of the Appeals and Disciplinary Committee may be appealed to the Executive Committee of the League. Procedures and fee for the filing shall be the same and should be directed to the President.
3. Appeals of the Executive Committee may be made to the New Mexico State Soccer Association in accordance with the Associations procedures. In all decisions delivered by the Appeals and Discipline Committee and the Executive Committee, the protesting party must be advised, in writing, of the decision and the appeal procedures to be followed to the following appeal level.
4. Players or coaches guilty of pushing or otherwise attacking a referee (referee assault) or directing foul, insulting, abusive, or threatening language against a referee (referee abuse) shall receive a suspension as directed by the New Mexico State Soccer Association in enforcing UDDF policies regarding referee assault. Any player reported as having broken this rule in a referee's report may be subject to a temporary suspension until a disciplinary committee meeting is held. Such meeting shall be held within twenty-one (21) days of the incident. Any player committing referee abuse, as defined by the policies of the United States Soccer Federation, shall incur a fine of \$50 and a minimum suspension of three league games. Any player committing referee abuse for a second time shall be suspended for a minimum of one year from all NMSSA sanctioned play. Further instances of referee abuse committed by a player shall result in additional one-year suspensions for each incident.
5. Coaches and team officials, as well as spectators, are subject to the jurisdiction on the Appeals and Discipline Committee in a manner similar to the manner in which players are.
6. Any player (other than a team captain attempting to restore order or prevent disorder) who does not have the referee's permission to be on the field and who runs on the field during or immediately before or after a disturbance will be suspended from all AWSL play for one year. Any player who, under the circumstances outlined above, carries a weapon onto the field will be suspended permanently from all AWSL play.

## G. Fighting

1. Teams who engage in fights involving multiple players from each team and/or fans and spectators shall be suspended for a minimum time period of the remainder of the season in which the event takes place. The Executive Committee shall determine the appropriate suspension period for the team. During such suspension, the team shall be

ineligible to participate in any sanctioned tournaments and players may not transfer from a suspended team. The Executive Committee may require that the team post a performance bond when it is allowed to return to play.

2. Any team whose fans, spectators, or supporters enter the field of play during a game or attack either the referee or players on the opposing team shall be suspended from play pending an investigation by the Executive Committee. Such teams, if allowed to continue to participate in League play, shall post a minimum \$1,000 performance bond for a period of at least one year. Any further fights or fan disturbances during the one year period by the team shall result in the forfeiture of the bond and the team being removed from further league play.
3. Any player that transfers to another team during the suspension period for a sendoff must miss the game for the transfer and the game for the ejection. No more than 5 members of a suspended team can transfer to one team.
4. A player may not count one game towards both the transfer and the ejection. All provisions of the 25-point limit apply to the player regardless of the transfer to a different team.
5. Any player sent off for fighting before, during or after a game shall be suspended for a period of six League games and fined \$100. The person sent off for fighting must post a cash bond of \$50 for a period of one year from the date of the send off. If the player receives another send off for fighting in any NMSSA sanctioned game, including League play, the person shall forfeit the \$50 cash bond and be suspended for a period of one year from the date of the second fight. Further sanctions may be imposed by the AWSL Executive Committee.

## VII. Amendments

Amendments to the Rules and Regulations may be made at any League meeting by a vote of two-thirds of the voting membership present, providing that all member teams have been given 14 days written notice of the meeting and written copy of the proposed changes. Voting members for this purpose are defined as team representatives (or their designated alternate) of affiliated teams in good standing and Executive Committee members. Amendments will go into effect at the beginning of each playing season. No amendments will go into effect until after the playing season in which they were passed.

**APPENDIX A**  
**ALBUQUERQUE WOMEN'S SOCCER LEAGUE (AWSL)**  
**ADMINISTRATIVE PROCEDURES FOR CHALLENGE AND PLACEMENT GAMES**

I. Challenge Games

An **existing** AWSL team requesting to move into a higher division than it is currently playing in can do so by complying with the following procedures:

1. Scheduling a Challenge Game

The team shall make a request by filling out a "Challenge Game Request" form and submitting it along with a check payable to AWSL, in an amount equal to the cost of obtaining a referee and two linespersons, to the Treasurer at the August (fall season) and February (spring season) league meetings. If there are no league meetings those months the form and check must be submitted to the league office no later than a month prior to the first scheduled game for that season. The challenge game will be scheduled at least 2-3 weeks prior to the first scheduled league game. The game time and location will be coordinated between the teams and formalized in writing.

2. Rescheduling of Challenge Games

Challenge games will not be rescheduled.

3. Forfeits

A team forfeits if it

- a. Fails to appear for a scheduled game; or
- b. Shows up to play with less than seven eligible players as defined by AWSL rules and regulations.

A team that forfeits a scheduled challenge game shall:

- a. Forfeit the game to the opposing team. The opposing team shall receive a win (1-0); and
- b. If the challenged team forfeits but does not notify the league of its intent to do so, within 24 hours of the challenge game, the team will be charged a fee equivalent to the cost of the referee and two linespersons. The officiating fee collected from the challenging team will be refunded.

4. All challenge games will be complete 90 minute games. If the game is a tie, two 15 minute overtime halves will be played followed by a penalty shootout if necessary. All players must have valid, current AWSL player passes. No exceptions. All applicable AWSL rules and regulations apply.

## II. Placement Games

A **new** AWSL team requesting to be placed in a division other than the lowest division can do so by complying with the following procedures:

1. Selection of gauge teams who will be called upon to play placement games in the event new teams apply to the League will be done at the end of the Spring season. Four teams total will be chosen: one each from the top half of First and Second divisions and from the bottom half of both divisions. Current teams are encouraged to volunteer for this duty.
2. Placement games will be full 90-minute games. All applicable AWSL rules and regulations apply. The game may end in a tie. The game should be observed by no fewer than two Executive Committee members to evaluate more subjective areas of the game that the resulting score might not indicate.
3. Each team is responsible for putting up and taking down a goal net and corner flags. If a gauge team forfeits a placement game, it will be fined an amount equal to the cost of the referees and removed from the list of gauge teams. The game will be rescheduled either with a replacing gauge team or with the next available gauge team from the list.
4. Scheduling a Placement Game

See Section III.B.3 – which states that:

New teams wishing to enter the league shall make formal application to the League (in the form of a letter requesting placement in the League), accompanied by a list of no less than 11 members of its proposed team. This request and list shall be provided by a deadline set by the League prior to the start of each season. The list shall contain the following information: Player's name, last team affiliation, number of years with the last team, number of years played in AWSL and other leagues, divisions played within AWSL. The league will then notify the team of its assigned division.

Placement games should be played before the game schedule is completed, approximately six weeks prior to the start of games. The executive committee and new team representative will jointly decide which team to play and notify them no less than one week prior. The gauge team will be allowed unlimited guest players from their half of the division to make up an appropriate roster.

5. The cost for field lining and referees will be born by the league, unless the team requesting the Placement game forfeits. If the new team forfeits, and a makeup game is necessary, the new team will bear the cost of field lining and referees.
6. Forfeits

A team forfeits if it

- a. Fails to appear for a scheduled game; or
- b. Shows up to play with less than seven eligible players as defined by AWSL rules and regulations.

