

TWSL Women's 35&Over Games



TWSL Women's 35&Over Games

- What:** 35 & Over Women's Soccer (each team can have 2 players age 30-34)
- When:** Sunday, January 2, 2011 9:00a – 6:00pm
- Where:** Tucson, AZ Field TBD
- Cost:** \$160 per team (\$50 cash first place prize)
- Deadline:** Monday, December 20th by 5pm

Send Application and cash or money order to: TWSL
4651 N 1st Ave #204
Tucson, AZ 85718

2 – 3 games (30-minute halves)

All players must be registered with USSF/USASA and affiliated with ASSA or appropriate state organization. Players not registered with USASA may register for \$20 (see requirements in rules document)

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Page 5: Team Roster

Page 6: Player Registration Form (for players to affiliated with ASSA)

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Application
Sunday, January 2nd, 2011

Team Name: _____

Team Representative: _____

Email: _____ Phone: _____

Address: _____

City: _____ State: _____ Zip: _____

Team Jersey Colors: _____ Alternate: _____

All teams must be USSF (USASA) State Affiliated with:
Affiliated! _____

League Affiliated with: _____ League President: _____

If there were 5 teams in your division, where would your team rank?
(high) 1 2 3 4 5 (low)

Mail Application to: TWSL
4651 N 1st Ave, #204
Tucson, AZ 85718

Fees: \$160.00
Cash or Money Orders (make payable to: TWSL)

For information, call: Felicia Froehlich, (520) 742-2359, ffroehli@csc.com

NOTE: All players are required to show a valid USSF/USASA players pass.

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RULES

The *Women's 35&Over games* will be played under FIFA Laws, with the following changes:

1 Team Registration

Team captain must turn in completed roster at least 20 minutes before first game.

2 Player Registration/Passes

Each player must come before playing and check-in with valid USSF (USASA) player's pass and driver's license (or other photo id with gender and birth date). All players must meet age requirement. *Player will get a wrist band upon checking in. All players must have a wrist band to play. These wristbands must remain on for the duration of the games. No new wristbands will be issued. Wrist band must be visible at all times during the game. Identification checks may be performed at any time. If player is found to not be properly registered, the team will forfeit its game and bond.*

3 Uniforms, Balls

Team players must have identical jerseys, with clearly marked numbers (no marker or tape). The team listed first on the schedule is the HOME team and are responsible for jersey changes if there is a color conflict. Shin guards are required. The home team is responsible for supplying a game ball and the visiting team a back-up game ball. *No jewelry, earrings, or piercings allowed.*

4 Game Time

Due to a tight schedule, **games must begin on time**. Any team that cannot field at least 11 players by game time will forfeit the match. Additional time will not be added for injury, or other "out of play" time. If games are running late, they may be terminated early.

5 Protests

All games will be considered **FINAL** and **NO PROTESTS** allowed.

6 Sportsmanship

Good sportsmanship will prevail at all times. Coaches/team reps are responsible for the conduct of their players and spectators. If, in the opinion of the referee and the field marshall, the team is not under control, the game will be terminated.

7 Alcoholic Beverages

No alcoholic beverages allowed on the fields.

8 Length of Games

- A. Preliminary games consist of two 30-minute halves. Ties shall stand.
- B. Elimination games (if applicable) will be played until there is winner, with format as follows:
 1. Two 30 minute halves, if still tied...
 2. Two 5 minute overtime periods, golden goal wins, if still tied...
 3. Five penalty kicks, if still tied...
 4. One penalty kick per team, until a team can be declared a winner.

9 Preliminary Game Points

- A. Points will be awarded for each preliminary game according to the following schedule:
 - 6 points for a win
 - 3 points for a tie
 - 1 point per goal (up to 3 goals)
 - 1 point for a shutout
 - -1 point for each red card
 - -1 point after 3 yellows accumulated (across all games)
- B. In the case of a forfeit, the field marshall, may decide on one of the following situations:

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- The forfeited team will be removed from the games and not play anymore games.
And
 - Eliminate all points awarded from the forfeited team, if applicable.
 - If not applicable the opposing team will get to draw a number by lottery designating the number of goals (1, 2, or 3) awarded to them for that game.
- C. No points will be awarded if neither team can field at least 11 players.

10 Tie Breakers

If a tie in points exists after all of the preliminary games have been played, it will be broken using the following criteria (in order):

1. The winner in head to head competition (if applicable)
2. Goal differential (up to 3 pts)
3. Fewest goals against
4. Most goals for
5. If a tie still exists after steps 1 through 4, FIFA Kicks from the Penalty Mark will be taken (15) minutes prior to the scheduled start of the Semi-Final Game OR if both teams agree a coin flip will be used to determine the winner of the tie breaker.

11 Ejections

If a player is ejected from a game, they will automatically be suspended for the remainder of the game and the following game. Their conduct will be subject to review, by the *Field Marshall* for further suspension. Ejections for VIOLENT CONDUCT will be brought to the attention of the *Field Marshall*, and will result in suspensions for the remainder of the games and more (for TWSL players).

To register with USASA/ASSA, you need:

- completed player registration form (see page 5)
- copy of driver's license, birth certificate or other id with gender and birth date
- \$20 cash or money order

See Cynthia or your ASSA registrar for more information.

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Team Registration Form

Team Name: _____

Team Captain: _____

Team Color(s): _____

Phone Number: _____

Instructions: Enter the information for each player. *Please type or print clearly.*

	Last Name	First Name	Jersey#	Phone	BirthDate	Age
	<i>Example</i>	<i>Test</i>	<i>10</i>	<i>333-4444</i>	<i>01/01/50</i>	
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With this application, I am registering for:

PLAYER REGISTRATION – OUTDOOR SOCCER
ARIZONA STATE SOCCER ASSOCIATION
United State Soccer Federation – Amateur Division

Team: _____

League: _____

All registrations require: a) payment, b) this application, c) copy of driver's license (or birth certificate if no license), and d) player's pass or digital picture.

Team Representative: _____

A. THIS INFORMATION IS REQUIRED and must be completed for your application to be accepted.

Last Name: _____ First Name: _____ Middle Initial: _____

Permanent Mailing Address: _____

City: _____ State: _____ Zip Code: _____ Sex: ____M____F

Phone: _____ Birth Date: _____ Email: _____

Playing status (check only one): _____ Amateur _____ Professional. You are a professional player if you have played under a professional contract and have not changed your status back to amateur. If so, enclose a copy of your contract/employment agreement with the professional application. A professional player cannot play until US Soccer grants permission.

B. Certification: By signing and submitting this registration application, I agree to abide by the laws and rules of the game of soccer as promulgated by the International Football Federation (FIFA), the United States Soccer Federation (USSF), the Arizona State Soccer Association (ASSA), and any properly affiliated league or team which may sanction a competition in which I choose to participate. I further agree that failure to abide by these laws and rules may result in the revocation of the right to play granted by the acceptance of this registration.

Signed: _____

C. In consideration for being allowed to participate in any US Amateur Soccer Association athletic/sports program, and related events and activities, the undersigned:

Agrees that prior to participating, they will inspect the facilities and equipment used, and if they believe anything to be unsafe, they will immediately advise their coach or supervisor of such conditions and refuse to participate:

1. Acknowledge and fully understand that each participant will be engaging in activities that involve risk of serious injury, including permanent disability and death, and severe social and economic losses which might result not only from their own actions, inaction or negligence of others, the rules of play, or the condition of the premises or of any equipment used. Further, that there may be other risks not known to us or not reasonable foreseeable at this time.
2. Assume all the foregoing risks and accept personal responsibility for the damages following such an injury, permanent disability or death.
3. Release, waive, discharge and covenant not to sue the US Amateur Soccer Associations, its affiliated clubs, their respective administrators, directors, agents, coaches, and other employees of the organization, other participants, sponsoring agencies, sponsors, advertisers, and if applicable owners and leasers of premises used to conduct the event, all of which are herein after referred to as the "releases", from demands, losses or damages on account of the injury, including death or damage to property, caused or alleged to be caused in whole or in part by the negligence of the release or otherwise.

THE UNDERSIGNED HAS READ THE ABOVE WAIVER AND RELEASE, UNDERSTANDS THAT THEY HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT VOLUNTARILY.

PRINTED NAME

SIGNATURE

DATE
