



NAPST 2025 RULES

1. Eligibility

- Sworn officers and civilian members employed by any law enforcement agency or military in the Canada or United States will be allowed to participate in match play.
- Women's Division will be allowed to have up to 3 civilians employed by any law enforcement agency in Canada or United States.
- The Masters Division will be allowed to have up to 2 players aged 35 and over and the remainder of the players aged 40 and over. The Masters Division may have both men and women players.
- A maximum of 20 players will be allowed to sign on one team or allowed to play in a single game.
- A minimum of 7 players are required on the field of play in order for a game to commence/continue.
- Any player thinking they will play on **BOTH** Masters and REC, **MUST** be on both rosters prior to tournament play. You **CANNOT** be on Rec/Masters roster and also on an Open roster. Players on Open roster can **ONLY** play open division.
- Any player wishing to play **UP** a division must do so during a round-robin play in a **minimum of one** game prior to semi-final or final rounds.
- You **CANNOT** play 4 regular Masters games, not play in any REC games, but then try to play with them for Semi or Final. You must have played in at least 1 REC game prior to Semis
- All players **MUST** sign a "hold harmless" waiver prior to participation in match play.

2. Game format

- Unless specified below, FIFA rules will be applicable.
- All players **WILL** be required to have their NAPST player card ready to display prior to each game.
- Round-robin and semi-final games will consist of two 45-minute halves.
- A coin toss will be taken prior to the start of the game with winning team choosing which side of the field they defend. The opposing team will get kick-off.
- In the event that teams are wearing the same or similar colored jerseys, the home team will change colors. The home team is listed first on the schedule.
- Goalkeepers may be asked to change the color of their jersey at the sole discretion of the center referee.
- In the event of a tie at end of regulation play for all round robin games the score will remain tied.
- In the event of a tie at the end of regulation play for all playoff games there will be two 10-minute overtime halves with "Golden Goal" rule in effect.

- Should the score remained tied at the end of overtime play, 5 penalty kicks will be taken. Only players on the field at **the end of overtime** will be allowed to participate in penalty kicks.
- If still tied, sudden death penalty kicks will be used to determine the winner.
- Points will be awarded as follows:
 - Win – 3 points
 - Tie – 1 point
 - Loss – 0 points

3. Tie-breaking Rules

- Should any teams be tied in total points at the conclusion of round-robin play, the following tie-breaking rules will be applied in the order listed:
 - Head to head result
 - Total goal difference
 - Total goals for
 - Total goals against
- If still tied there will be a mini game played with “Golden Goal” rule in effect. Game will consist of two 15-minute halves.
- If still tied there will be a sudden death shoot-out.

4. Substitutions

- An unlimited number of substitutions will be allowed during the game at own throw ins and kick offs or at the discretion of the center referee.

5. Discipline and Protests

- Absolutely **NO** referee abuse will be tolerated. Reports of such abuse by either referees or field monitors will be handled by the rules committee in cooperation with the referee coordinator. Any decision of discipline shall be determined in a case-by-case basis and may range from verbal reprimand to dismissal of that player(s).
- If a player receives two yellow cards in any one game, this results in an automatic red card. The player will be banned from the remainder of that game and the player’s team will play short. The red-carded player will also be prohibited from playing in the next game, except if the next game is a semi-final game.
- If a player accumulates three yellow cards during a round-robin play they will sit out the game following the game in which they received the third yellow card, except if the next game is a semi-final game. (If you get a yellow in each of your first 3 games, you sit out the 4th game).
- If a player receives a red card during any game they will leave that game immediately and their team will play shorthanded for the remainder of that game.

The red carded player will also be prohibited from playing in the next game, except if the next game is a semi-final game. If player causes further disruption to the game in progress, the player may be asked to leave the field area by the referee.

- **No instant replay, so red cards will stand!**
- Any yellow cards accumulated during round-robin play will not be carried into semi-final and final games.
- Should the eligibility of a player be questioned, the opposing team will immediately contact the referee, who will contact NAPST committee. The player will sign the game sheet beside their printed name and show identification. This request must be made prior to the end of the game. A representative of the protesting team will then go to the NAPST Command Post immediately following the game to make their protest known to Organizing Committee. It will then be the responsibility of the Organizing Committee to determine the status of the player in question. If the player in question is deemed ineligible, their team will forfeit any games in which that player is listed on the game sheet. The decision of the NAPST Organizing Committee shall be considered final.