



RULE BOOK

2007/2008

www.texarkanasoccer.com

TEXARKANA SOCCER ASSOCIATION PLAYING RULES
(Revised 8/2007)

1. DIVISIONS

BOYS: U6, U7, U8, U10, U12, U14, U18
GIRLS: U6, U8, U10, U12, U14, U18

These age divisions are based on the player's age **as of July 31** of each year. Playing in a younger age division is prohibited. Requests by parents to play in an older age division is subject to approval by the Commissioner Committee.

The final structure of the divisions is subject to change based on the number of registered players in each season.

2. RECREATIONAL LEAGUE TEAM FORMATION RULES

A. NUMBER OF PLAYERS

The maximum number of players per team for the Fall season is as follows:

<u>Teams which play:</u>	<u>Fall Division</u>	<u>Minimum</u>	<u>Recommended</u>	<u>Maximum</u>
3 a side	U6	3	5-6	6
4 a side	U7, U8	4	7-8	8
6 a side		6	8-9	9
7 a side	U10	7	9-10	10
8 a side		8	11-12	12
9 a side	U12	9	12-13	13
11 a side	U14	11	14-15	15

If the number of registered players in a division is not adequate to support the above desired team size, then team and field size will be reduced as needed.

B. THERE SHALL BE NO TRYOUTS. All new players, and players that have not participated in the previous two years, will be placed on teams based on the player's residence or school. If there are no openings near a player's residence or school, then the player will be assigned to a team based on team needs. All players that register after initial team formation will be added to a player pool and will be assigned to teams by the division commissioner. Coaches may not freeze the number of players allowed on their team.

C. PLAYER'S RELEASE FROM TEAM ROSTER

1. By Player – After being assigned to a team, a player may obtain release from that team by request to the division commissioner with the reason the request is being made. The commissioner will make recommendations to the TSA Board based on his/her findings. The player will be added to the player pool and assigned to another team by the commissioner following the ruling of the TSA Board.

2. By Coach - A coach may request release of a player by submitting a formal request to the division commissioner if a player has been guilty of insubordination, willful evasion of games and/or practices, serious misconduct or other such infractions. The commissioner will make recommendations to the TSA Board based on his/her findings. The final decision in such matters rests entirely with the TSA Board.

3. **NO PLAYER CAN BE TRADED BETWEEN TEAMS UNDER ANY CONDITION!**

3. **FEES**

There will be a fee paid to TSA by each player each playing season. Should a player, for any reason, withdraw from TSA after the first game of the season, he/she will not be eligible for a refund. Those players withdrawing prior to the first game of the season will be eligible for a refund. The TSA Board reserves the right to waive an individual's fee in such cases as it deems necessary. The TSA Board shall have the authority to raise or lower the registration fee or offer divisional discounts each season.

4. **STAFF OF TEAMS**

- A. Each team shall officially list **one Head Coach** and **one Assistant Coach** on the roster.
- B. Each team will designate one adult to serve as the **Team Manager**. The Manager will have the following duties: **NOTE:** If no Team Manager is designated, the Head Coach shall assume the Team Manager's duties.
 1. To assist the Coaches and aid in compiling the necessary forms required to meet TSA requirements. For example, making sure MEDICAL WAIVERS are signed.
 2. To organize a telephone committee to forward information from the Coach to the players.
 3. To bring medical release forms and waivers to all practices and games.
 4. To appoint parents to make refreshment assignments or provide refreshments for each game (oranges for half-time).
 5. To appoint 2 representatives for the concession stand when scheduled.

NOTE: For U9 and above, failure to appear for concession duty at the scheduled time will result in the team being penalized one point in the season standings for each worker that fails to appear. For U7 and U8, failure to provide workers for concession duties will result in loss of participation awards for the team. Appeals or protests of the concession forfeiture will not be allowed.

5. ELIGIBILITY REQUIREMENTS

A player is only able to practice and/or participate in games when:

1. The coach has an official roster listing that player on their team.
2. The coach has a medical release form signed by the player's parent or legal guardian. (Does not need to be notarized)

6. PRACTICE SCHEDULE

- A. **Team meetings are limited to 3 per week.** The week begins on Monday and ends on Sunday.
- B. **Games and practices are considered team meetings.** A make-up game does not count as a team meeting for the week in which it occurs. Two scheduled games in one day will only count as one meeting.
- C. A violation of this rule will result in a loss of 3 points in team standings.
- D. **Practice duration should not be excessive.** Practice sessions for teams in U8 and below should not last more than an hour. Practice sessions for all other divisions should not last more than one and a half hours.

7. THE FIELD OF PLAY

U-6

Field Dimensions: 30 yards in length by 20 yards in width

Goals: 4 ft X 6 ft

Markings: A center circle with a 3 yard radius. Four corner arcs each with a 2 ft radius.

Goal area: Two yards from each goal post and two yards into the field of play.

Penalty area: A 6 yard radius semicircle extending from the center of the goal.

U-7 & U-8

Field Dimensions: 40 yards in length by 30 yards in width

Goals: 4 ft X 8 ft

Markings: A center circle with a 5 yard radius. Four corner arcs each with a 2 ft radius.

Goal area: Three yards from each goal post and three yards into the field of play.

Penalty area: An 8 yard radius semicircle extending from the center of the goal.

U-9 & U-10

Field Dimensions: 70 yards in length by 50 yards in width

Goals: 6 ft X 18 ft

Markings: A center circle with an 8 yard radius. Four corner arcs each with a 2 ft radius.

Goal area: Six yards from each goal post and six yards into the field of play.

Penalty area: Fourteen yards from each goal post and fourteen yards into the field of play.

Penalty spot is 8 yards out from the center of the goal line.

U-11 & U-12

Field Dimensions: 90 yards in length by 60 yards in width

Goals: 8 ft X 24 ft

Markings: A center circle with a 10 yard radius. Four corner arcs each with a 3 ft radius.

Goal area: Six yards from each goal post and six yards into the field of play.

Penalty area: Eighteen yards from each goal post and eighteen yards into the field of play.

Penalty spot is 12 yards out from the center of the goal line.

U-14 & Above - When Playing Full Size

Field Dimensions: 105 yards in length by 70 yards in width

Goals: 8 ft X 24 ft

Markings: A center circle with a 10 yard radius. Four corner arcs each with a 3 ft radius.

Goal area: Six yards from each goal post and six yards into the field of play.

Penalty area: Eighteen yards from each goal post and eighteen yards into the field of play.

Penalty spot is 12 yards out from the center of the goal line.

U-14 & Above – When Playing Small Sided

Field Dimensions: 90 yards in length by 60 yards in width.

Goals: 8 ft X 24 ft

Markings: A center circle with a 10 yard radius. Four corner arcs each with a 3 ft radius.

Goal area: Six yards from each goal post and six yards into the field of play.

Penalty area: Eighteen yards from each goal post and eighteen yards into the field of play.

Penalty spot is 12 yards out from the center of the goal line.

TSA Board may change the size of the fields in divisions where enrollment may require modification. Field markings will be in accordance with FIFA and USYSA rules.

NOTE: All markings are part of the area they enclose.

8. THE BALL

A. U6 through U8 divisions will play with a size 3 Ball.

B. U9 through U12 divisions will play with a size 4 Ball.

C. U14 & Above divisions will play with a size 5 Ball.

D. TSA will provide all game balls. Players and coaches shall provide soccer balls for warm-up as needed.

9. NUMBER OF PLAYERS

A. U6 plays 3 a side with NO GOALKEEPER.

B. U7 and U8 play 4 a side with NO GOALKEEPER.

C. U9 and U10 play 7 a side including a goalkeeper. Games may be started with as few as 5 players.

D. U11 and U12 play 9 a side including a goalkeeper. Games may be started with as few as 7 players.

E. U14 plays 11 a side including a goalkeeper. Games may start with as few as 8 players.

F. U18 plays 7 a side including a goalkeeper. Games may start with as few as 5 players.

TSA may change the number of players per side in divisions where enrollment and/or field size is an issue.

10. SUBSTITUTIONS

A. A substitute who desires to enter the game shall go to the centerline and report to the Linesman that he wishes to enter the game. The substitute will wait until the Referee signals approval of the substitution. The substitute shall only enter the field of play after the player being replaced has been called off the field.

B. **Either team** may request substitutions at the following times:

1. After a goal has been scored
2. At a scheduled substitution break called by the Referee
3. On a goal kick

C. The **team in possession of the ball** may request to substitute on a throw-in

D. An **injured player** may be substituted. If the injured player is substituted, the opposing team may substitute one player.

E. Substitutions are **not allowed** on **corner kicks**.

F. Penalty: For any violation of the substitution rules listed here, an indirect free kick will be awarded to the opposing team by the Referee.

11. REQUIRED PLAYING TIME

All players MUST play at least 50% of each game unless a player is injured or absent from the game. A coach may reduce the 50% required playing time by a **reasonable** amount if that player has missed more than 30 minutes of practice during the previous week. This is to be determined on a week-by-week basis and penalties are not to be carried into subsequent weeks if practice attendance is corrected. A coach **MUST** report any such reduction of playing time to the player's parent or guardian prior to the start of the game. If a coach must penalize a player's playing time more than 2 times in a season, the coach must report this issue to the division commissioner.

12. PLAYER EQUIPMENT

The required player equipment shall include a numbered jersey or shirt, shorts, socks and shin guards. Socks are to be worn over the shin guards and shall completely cover the shin guards. Soccer-type shoes are recommended but not required.

The following are illegal equipment:

- A. Projecting metal or other hard plates or projections on clothing or person, including artificial limbs or braces
- B. Knee, head, arm, thigh, or hip pads containing fiber, metal or any unyielding materials
- C. Helmets, except those specifically designed for soccer made of soft materials
- D. Shin guards that have sharp edges
- E. Shoes with a cleat at the toe of the shoe, such as a baseball shoe cleat
- D. Shoes with metal or metal-tipped cleats
- E. Shoes with cleats that slant or project out toward the side instead of straight down
- F. Players shall not wear jewelry such as watches, rings, **earrings**, barrettes or any other objects that could cause injury to themselves OR others

Note: A brace or cast may be worn if it is wrapped properly, so that no projections or sharp edges are felt. The player and coach must have the referee's approval before the game has begun. The referee's decision is final.

13. EXAMINATION OF EQUIPMENT

It is mandatory that the Referee of each game examine the equipment of each player, to ensure that the equipment complies with TSA Rules.

14. TEAM UNIFORM REQUIREMENTS

Each Coach shall be responsible for providing uniforms for the team. The color of the uniform and the team's name must be approved by the commissioner of that team's division. Every child is required to wear a uniform (Shirt, Shorts, and Socks) in order to play. Sleeveless jerseys are allowed. Team socks must all be the same color and style. The jersey of the goalkeeper must be distinctly different from that of any teammate, opponent, or referee and need not be numbered. Athletic pants are allowed in cold weather.

15. DURATION OF GAME

The following will be used as a guide by TSA in establishing the duration of the games: These durations are subject to change by the TSA Board.

U6	4 8-minute quarters
U7 and U8	4 12-minute quarters
U9 and U10	2 25-minute halves
U11 and U12	2 30-minute halves
U14 and Above	2 35-minute halves
U14 and Above (small sided)	2 30-minute halves

The **halftime** period will be a minimum of 5 **minutes**.

In games with quarters, there will be a **2-minute break between quarters**.

In games with halves, the referee **may** stop play close to the midway point in each half to allow substitutions. This is to ensure that each player plays as close to half the game as possible.

16. FIELD AND GAME PROCEDURES FOR TEAMS, COACHES AND SPECTATORS

The goal of TSA is to promote fair play and good sporting behavior.

- A. In case of unsporting behavior by coaches and/or spectators (abusive behavior towards referees, players, coaches or spectators), the referee has the option to send anyone off the field, which includes the spectator side and the general vicinity of the field, or the referee may choose to **ABANDON THE GAME!**
- B. **Spectators and parents** shall remain on their designated sideline and **behind the spectator line**; about seven (7) feet back from the Touchline. **Coaches and players** shall remain on their designated sideline and **behind the coach line**. **Neither coaches nor spectators are allowed behind the goal line**. In U10 and below, coaches are allowed to range from their penalty box to the opponent's. This is from the eighteen (18) yard line to the eighteen (18) yard line on a full size field, lesser yard lines on smaller fields. In U12 and above, coaches are allowed to range from the penalty box to within five (5) yards of the halfway line on the end of the field adjacent to their team bench. Only two coaches per team may coach from the coach line. Each team may also have **ONE** additional coach on or behind the bench.
- C. Any unsporting behavior **BEFORE, DURING, OR AFTER** a game, when brought to the Board's attention, will be turned over to the Disciplinary Committee for disposition.
- D. Any coach (or other team official) that was required to leave the field of play by a referee shall not be allowed to coach in the team's next scheduled game. If the referee recommends additional disciplinary action of the coach, the issue will be reviewed by the Disciplinary Committee prior to the Teams next scheduled game. The coach will be advised as quickly as possible of any subsequent discipline deemed necessary by the committee. The coach has the right to appeal all disciplinary actions, including the initial game suspension, but must do so at least 48 hours before the team's next scheduled

game, or within 12 hours of the issuance of the discipline if issued less than 48 hours prior to the team's next scheduled game.

17. FORFEITURE OF GAME RULES

- A. The ball must be put into play within **10 minutes** after the scheduled starting time. If the game is not started within this time frame without good cause, the referee will declare the game abandoned. TSA will award the win to the team that was on time.
- B. If the minimum number of players required to start a game in that division are not present, then the referee will abandon the game. TSA will award the win to the team with the required number of players present.
- C. A consistent showing of poor sportsmanship by a team, a coach, an assistant coach, or parents of a team towards another team or referee, will result in abandonment of the game by the referee. When a game is abandoned, the game shall be considered a forfeit, and not rescheduled. This violation will be reviewed by the Disciplinary Committee to determine if additional action is required.
- D. If a coach pulls his team from the field during the game without the referee's permission, it shall be considered that the game has been abandoned.
- E. If a team's scheduled workers fail to appear for concession duty at the scheduled time, the team will lose one point in the season standings for each parent that fails to appear. Repeated failures to appear for concession duty may result in disciplinary action against the team. Appeals or protests of concession forfeiture will not be allowed.

18. THE START OF PLAY

The choice of ends of the field and kick-off will be decided by the toss of a coin. When the referee signals the start of the game, a player will take a place kick from the center mark into the opponent's half of the field. Every player must be in their own half of the field when the kick is taken. All opposing players must be at least 10 yards from the ball (less for small sided games). The ball must be kicked and move forward to be in play. The kicker cannot play the ball again until another player has played it. In U9 and above, a goal may be scored directly from a kickoff. In U6 through U8, a goal cannot be scored directly from a kickoff. If these rules are not followed, the kick shall be re-taken, except if the kicker plays the ball a second time an indirect free kick will be awarded to the opposing team.

After half-time, teams change ends of the field and the kick-off is taken by a player of the opposite team from that of the player who started the game.

For other temporary suspensions in play, which are not mentioned elsewhere in the rules, the game is restarted with a drop ball. The referee drops the ball between one player from each team. The ball is in play when it touches the ground.

19. SCORING

A goal is scored when the **whole** ball passes over the goal line, between the goal posts, and under the crossbar, provided it was not done by infringing the rules.

20. THROW-IN

When the whole ball passes over the touchline, it shall be thrown in by a player of the team opposite to that of the player who last touched the ball. At the instant the thrower delivers the ball, he must be facing the field of play AND part of each foot must be in contact with the ground either on or outside the touchline. The thrower must use both hands and the ball must be delivered from behind and over his head. The ball is in play as soon as it crosses the touchline. The thrower may not play the ball again until it is touched by another player (the penalty is an indirect free kick). A goal cannot be scored directly from a throw-in. If the ball is improperly thrown in, a player of the opposing team will take the throw-in. (U6, U7, & U8 players will be given a second chance)

21. GOAL KICK

A goal kick is awarded when a member of the attacking team last touches the ball and it crosses the opponent's goal line (not in the goal). A defending player kicks the ball from anywhere in the goal area. The ball must pass beyond the penalty area before it is in play. The kick shall be retaken if the ball fails to pass out of the penalty area for any reason. A goal cannot be scored directly from a goal kick. Players of the opposing team must remain outside the penalty area until the ball has passed out of the penalty area. Players of the kicking team may remain within the penalty area during the kick.

22. CORNER KICK

A corner kick is awarded when a member of the defending team last touches the ball and it crosses his or her own goal line (not in the goal). The ball must be placed in the quarter-circle in the corner nearest where the ball went out. One attacking player takes the kick and all defenders must be at least 10 yards from the ball. The ball is in play when it is kicked and moves. The kicker cannot play the ball a second time until another player has played it. A goal may be scored directly from a corner kick.

23. FREE KICK

A "**direct**" free kick is one where a **goal may be scored** directly by the player taking the kick. An "**indirect**" free kick is one where a **goal may not be scored** directly, but must be touched by another player first. A free kick taken within a team's own penalty area must travel outside the penalty area to be in play. Players of the opposing team must be 10 yards away and outside the penalty area. When a free kick is taken outside one's own penalty area, players of the opposing team must be 10 yards away, unless the ball is within 10 yards of the goal line. In that case, players may be positioned on the goal line, but no closer to the ball. The ball must be stationary when the kick is taken and the player taking the kick may not play it again until it has been touched by another player. For small sided games, the following distances shall be used in lieu of the 10 yards:

- U6 - Opponents must be (3) yards away during a free kick
- U8 - Opponents must be (5) yards away during a free kick
- U10 - Opponents must be (8) yards away during a free kick

24. OFFSIDE

A player is offside if, at the moment the ball touches or is played by one of his teammates, he is both A, in an offside position **AND** B, involved in active play.

- A. A player is in an offside position when:
1. He is between the ball and his opponent's goal, and
 2. He is in the opponents half of the field, and
 3. He does not have two opponents between him and the goal. (**NOTE:** He can be even with the second from the last opponent but not beyond him)
- B. A player is involved in active play when:
1. He is interfering with play, or
 2. He is interfering with an opponent, or
 3. He is gaining an advantage by his position.

A player is NOT offside if:

- A. He is merely in an offside position, or
- B. He is receiving the ball from a goal kick, corner kick, or throw-in.

The penalty for offside is an indirect free kick.

Note: There is no offside in small-sided games when there is no goalkeeper.

25. FOULS AND MISCONDUCT

- A. A **direct free kick** is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be intentional, careless, reckless, or with the use of excessive force:
- Kicks or attempts to kick an opponent
 - Trips or attempts to trip an opponent
 - Jumps at an opponent
 - Charges an opponent
 - Strikes or attempts to strike an opponent
 - Pushes an opponent

A **direct free kick** is also awarded to the opposing team if a player commits any of the following offenses:

- Makes contact with an opponent BEFORE making contact with the ball when tackling
- Tackles from behind
- Holds an opponent
- Spits at an opponent
- Deliberately plays the ball with the hands or arms (except for the goalkeeper within his own penalty area).

A **direct free kick** is taken from where the offense occurred. If the offense is committed by a defending player in his own penalty area, a **Penalty Kick** is awarded.

NOTE: For U6 through U8 divisions, ALL free kicks will be direct.

B. An **indirect free kick** is awarded to the opposing team if a player:

- Plays in a manner the referee considers dangerous
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his hands
- Commits an offside offense
- Commits any other offense, not mentioned elsewhere, for which play is stopped

An **indirect free kick** is also awarded to the opposing team if a goalkeeper within his own penalty area:

- Takes more than 6 seconds, after taking possession of the ball, without releasing the ball to play (Possession includes bouncing the ball or tossing it up and catching it)
- Plays the ball with his hands after he has released it to play and before it has been touched by any other player
- Touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

An **indirect free kick** is taken from where the offense occurred. An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line at the point nearest to where the infringement occurred.

C. A player is **cautioned** and shown a **yellow card** if he:

- Is guilty of unsporting behavior (UB)
- Shows dissent, by word or action, with the decision of a referee (DT)
- Persistently infringes the rules (PI)
- Delays the restart of play (DR)
- Fails to respect the required distance when play is restarted with a kick
- Enters or deliberately leaves the field of play without the approval of the referee (E)

D. A player is **sent off** the field and shown a **red card** if he:

- Is guilty of serious foul play (SFP)
- Is guilty of violent conduct (VC)
- Spits at an opponent or any other person (S)
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his own penalty area) (DGH)
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (DGF)
- Uses offensive, insulting, or abusive language and/or gestures (AL)
- Receives a second caution in the same match (2CT)

If an active player receives a **red card** and is **sent off** the field, the team may not replace that player with a substitute. If an inactive player (a substitute) receives a **red card** and is **sent off** the field, the number of players on the field does not have to be reduced. The referee may require any sent off player to leave the vicinity of the field of play if, in the opinion of the referee, the conduct warrants such action.

- E. Team officials (coaches and managers) are expected to provide a leadership role for the players and will be held accountable to the same standards as the players. A team official shall be warned if he:
- Shows, by word or action, repeated dissent with the decisions of a referee
 - Displays unsporting behavior
 - Fails to conduct himself in a responsible manner
- F. A team official may be required to leave the field of play and its immediate surroundings if he:
- Is guilty of violent conduct
 - Uses offensive, insulting, or abusive language and/or gestures
 - Does not cease actions that resulted in a previous warning by a referee

26. PLAYER DISCIPLINARY PROCEDURES

- A. Any player that receives a Red Card during a game will not be allowed to play in his Team's next scheduled game. If a referee recommends additional disciplinary action, the issue will be reviewed by the Disciplinary Committee within one week of the red card violation. The player and his coach will be advised of any subsequent discipline deemed necessary by the committee.
- B. The player and his coach (or a team representative) may be required to appear before the Disciplinary Committee during its investigation of a Red Card violation against any player on that Team. The coach and the player involved in the violation will be given an opportunity to provide information on the violation to the Committee. The decision of this Committee is final and all such decisions cannot be appealed to the TSA Board.
- C. Any player that receives a second Red Card during the season may be suspended for the remainder of the season. This violation will be reviewed by the Disciplinary Committee and a final decision will be issued.
- D. If any player is issued a Red Card for reasons, which are not clear violations of the Rules of Soccer, such as the Team Captain being Red Carded because of unruly spectators harassing the Referee, the automatic one game suspension will not apply. It will however, still be reviewed by the Disciplinary Committee for corrective action.

27. VIOLATIONS OF LEAGUE RULES

It is the TSA Board's duty to follow up on any reported violation of any Association Rules. The Disciplinary Committee shall conduct an investigation and present its findings to the Board, who shall take whatever action they deem necessary to enforce these rules.

28. FOUL WEATHER PROCEDURES

The TSA phone line will have a recorded message placed on-line after the Head Referee has determined the field conditions. In case of mild rain, we would attempt to proceed on a per game basis. However, each coach that plays later during the day should contact the TSA phone for changes that may develop due to a change in the weather or field conditions. The message will be updated as required hourly, or it will simply state that "**ALL GAMES ARE CANCELED!**" The TSA phone number is (870) 779-0389.

29. DETERMINING LEAGUE STANDINGS

The following point system will be used to determine League Standings:

WIN	=	3 points
TIE	=	1 point
LOSS	=	0 points

30. AWARDS

Participation awards will be given to ALL U6, U7, and U8 players. In U9 and above, trophies will be awarded based on the number of teams in each division as follows: Trophies will be presented to the top four teams in divisions with 10 or more teams. Trophies will be presented to the top three teams in divisions with 7 to 9 teams. Trophies will be presented to the top two teams in divisions with 4 to 6 teams. Trophies will be presented to the 1st place winners in divisions with 3 teams or less. Awards will not be given out in the Spring Seasons.

31. PROCEDURE FOR A PROTEST

- A. A coach may protest a game.
- B. The protest must be in writing and may be submitted to any TSA board member. It must be accompanied by a fee of \$20.00 and in the hands of one of the above board member within 24 hours after the game.
- C. If the protest is upheld, the \$20.00 fee will be returned to the coach. If the protest is turned down, the \$20.00 fee will go into the TSA General Fund.
- D. Coaches should use caution in making a formal protest. In all cases where a referee has made a judgment call, his decision will be upheld.

32. REFEREE RULES

Referees of TSA will follow the rules set forth by FIFA, US Soccer, USSF and these local rules. In cases of conflicting rules, TSA rules take precedence.