

ARIZONA ACADEMY LEAGUE

# ACADEMY LEAGUE RULES & REGULATIONS 2019-2020

V20190123

Arizona Soccer Association  
2320 W Peoria Ave, C-123  
Phoenix, AZ 85029

## TABLE OF CONTENTS

---

### **SECTION 1. INTRODUCTION**

- 1.01 Name of League
- 1.02 League Status
- 1.03 Rules, Policies and Procedures
- 1.04 Team Gender Age Groups
- 1.05 Matter Not Provided For
- 1.06 Age Group Management
- 1.07 Playing Seasons
- 1.08 Contact Information and Communication

### **SECTION 2. TEAM APPLICATION AND ADMISSION**

- 2.01 Team Eligibility

- 2.02 Structure
- 2.03 AL Divisions
- 2.04 Good Standing
- 2.05 Registration Deadlines
- 2.06 Registration Process
- 2.07 Acceptance of Teams
- 2.08 Refusal to Admit Teams
- 2.09 Placement of Teams in Academy League
- 2.10 Fees and Other Expenses
- 2.11 Acceptance of AL Rules
- 2.12 Blackout Dates
- 2.13 Coaching Conflicts
- 2.14 Return of AL Fees

### **SECTION 3. TEAM ROSTERS**

- 3.01 Team Rosters
- 3.02 Club Pass Players
- 3.03 Club Transfer Definition
- 3.04 Player Transfer – Nov 1 Rule
- 3.05 Member Passes

### **SECTION 4. FORMATION OF DIVISIONS**

- 4.01 Placement of Teams
- 4.02 Teams Playing Up

### **SECTION 5. OPERATIONAL PROCEDURES**

- 5.01 Game Day
- 5.02 Unplayed Matches
- 5.03 Scoring Method
- 5.04 Forfeited Matches

### **SECTION 6. MATCHES**

- 6.01 Scheduling of Academy League Games
- 6.02 Match Schedule and Rest Periods
- 6.03 Season
- 6.04 Inclement Weather
- 6.05 Referee Jurisdiction

### **SECTION 7. RULES OF PLAY**

- 7.01 Laws of the Game
- 7.02 Substitutions
- 7.03 Match Length and Ball Size
- 7.04 Field Size
- 7.05 Official Match
- 7.06 Forfeits – Lack of Appearance

- 7.07 Anchored Goals
- 7.08 Player Passes/Rosters
- 7.09 Playing of Ineligible Player
- 7.10 Uniform Color Conflict
- 7.11 Team Bench Area
- 7.12 Spectator Sidelines
- 7.13 Coaching from Sidelines
- 7/14 Heading Education

## **SECTION 8. MATCH CONTROL**

- 8.01 System of Control for Officiating
- 8.02 Match Officials
- 8.03 Payment of Referees
- 8.04 Termination of Games
- 8.05 Filing of Referee Match Report

## **SECTION 9. SEND OFFS, DISMISSALS, AND SUSPENSIONS**

- 9.01 Protocol for Send Offs and Dismissals
- 9.02 Cautions and Send Offs
- 9.03 Disciplinary Actions
- 9.04 Violation of Rules
- 9.05 Disciplinary/Fine Schedule

## **SECTION 10. PROTESTS AND APPEALS**

- 10.1 Definition of a Protest
- 10.2 Definition of an Appeal
- 10.3 Definition of a Grievance
- 10.4 Discipline and Appeals Committee
- 10.5 Filing Procedures and Protests of Games Played
- 10.6 Appeal of AL Assessed Fines
- 10.7 Notification of Parties
- 10.8 Disputes and Discipline

# **APPENDIXES**

APPENDIX A: Age Group Player, Roster, and Season Information

APPENDIX B: Age Group Field and Equipment Information

APPENDIX C: Cup Eligibility

APPENDIX D: OL Team Field Cost Estimates

APPENDIX E: Team Roster Information

APPENDIX F: Match Management Procedures

APPENDIX G: Team Uniform Policy

APPENDIX H: Home Game Geography - Boundaries

APPENDIX I: Match Rules

## **RULES & REGULATIONS**

### **SECTION 1. INTRODUCTION**

---

**NOTICE:** the Arizona Soccer Association (ASA), in administering the Academy League, reserves the right to make corrections and clarifications to these policies and rules as it deems necessary, and when needed, to provide interpretations of the policies and rules as to their intent.

#### **1.01 Name of League**

The name of the League shall be the “Academy League” (AL).

#### **1.02 League Status**

The AL is created and established by Arizona Soccer Association. The league is operated by the League Commissioner on behalf of ASA. Club membership within ASA is a requirement for participation in the league.

#### **1.03 Rules, Policies, and Procedures**

All league rules, policies, and procedures shall be reviewed and approved by the League Commissioner and the League Operation Committee.

#### **1.04 Team Gender Age Groups**

The League Operation Committee, subject to the ASA Board of Directors, shall determine the gender age groups of competition for each seasonal year. The AL will conduct AL play in the following gender age groups for the 2019-2020 season: Boys

and Girls 7U, 8U, 9U, 10U gender age groups. Coed Teams must play in the Boys Age Groups and Girls and Boys on a Coed team may play their age or older only. <sup>1</sup>

### **1.05 Matters Not Provided For**

The League Commissioner and League Operation Committee has final authority in all matters not specifically provided for by the rules or policies of AL.

### **1.06 Age Group Management**

Each age group will be managed and supervised by the League Commissioner which will be responsible for, but not limited to, the following:

- (a) Approving fields/venues provided by each club for the purpose of AL matches.
- (b) Creating match schedules
- (c) Serving as the liaison with the AL Referee Assignors and SYRA to ensure that Match Officials are assigned.
- (d) Collecting approved AL team rosters

Ensuring communication of age group news and information is shared with teams

### **1.07 Playing Seasons**

- a) The AL Season 1 will be played between September 14, 2019 and December 7th, 2019. Matches are scheduled on Saturdays.
- b) The AL Season 2 will be played between January 4, 2020 and March 21st, 2020. Matches are scheduled on Saturdays.

### **1.08 Contact Information and Communication**

All member teams of the AL shall have contact information on file with the AL, including, but not limited to (a) the Team Manager's Name, Address, Phone Numbers and valid e-mail address and (b) the Team Coach's Name, Address, Phone Numbers and valid e-mail address. E-mail will be the primary means of communication within the AL. It is the responsibility of each team to ensure that accurate contact information is on file with the AL. GotSoccer is the software platforms that must contain this information identically.

## **SECTION 2. TEAM APPLICATION AND ADMISSION**

---

### **2.01 Team Eligibility**

Any team affiliated within an ASA member club may apply to participate in AL.

### **2.02 Structure**

The ASL will offer competition for Boys and Girls in four (4) Age Groups, beginning with 7U and concluding with 10U. Placement of teams within each gender age is determined by coaches request and proper placement for competitive purposes.

### **2.03 Arizona Academy League Divisions –**

- Division size will be determined by proper placement
  - Minimum of 6 games per season
-

Number of Teams	Number of Games
Any number	Minimum 6

\*The League Commissioner and LOC reserve the right to adjust the division size if deemed necessary.

**2.04 Good Standing**

All teams must be properly registered competitive teams that meet the requirements for participation and are in good standing with their respective Club, ASA and US Youth.

**2.05 Registration Deadline – Is established by the League Commissioner and is published on the ASA Website. In general, August 1 for the Season is the season deadline but may differ.** All registrations for participation in the AL must be received by the deadline established by the League Commissioner and/or the League Operation Committee. Registrations received after the deadline are subject to refusal or a late fee.

**2.06 Registration Process**

Team Registration to participate in the AL must be completed on-line and is done in GotSoccer by registering for the event.

**2.07 Acceptance of Teams**

The League Commissioner and/or League Operation Committee will determine what teams from those applied will be accepted in to the league.

**2.08 Refusal to Admit Teams**

The League Commissioner and/or League Operation Committee after consultation with ASA shall have the final authority and right to refuse admittance of any team based upon the team’s prior performance in the AL. These factors include, but are not limited to: failure to play AL matches as scheduled; failure to comply with AL rules; and/or failure to pay assessed L fees or fines on time.

**2.09 Placement of Teams in Academy League:**

The League Commissioner and/or League Operation Committee reserves the right to add teams to the Academy League.

**2.10 Fees and Other Expenses <sup>i</sup>**

Each team participating in the AL will pay the fees established by the League Commissioner and the League Operation Committee and approved by ASA’s Executive Director. The amount of fees imposed shall be based on costs incurred and estimated to be incurred in connection with the operation of the league. Each team shall be responsible for all costs incurred in connection with its participation in the AL, including without limitation travel, housing, and uniforms. Fees must be paid by established deadline; failure to comply may result in fines or removal from the league by the League Commissioner.

### **2.11 Acceptance of Academy League Rules**

Any team applying to play in the AL, agrees to accept, abide by and comply with all rules, policies, and decisions by the AL and further agrees to pay all fees that are due to the AL for participation in the AL. Failure to pay fine by established deadlines may result in the clubs denial of registration for President's Cup, State Cup or future ASA leagues or events.

### **2.12 Blackout Dates**

Blackouts are defined as an entire weekend (Friday through Sunday) in which the team is unavailable for play. No reason is required for the unavailability.

2.16.1 Each team will be afforded two (2) blackout weekends for the Fall (September – December)

2.16.3 Play dates are Saturdays

2.16.4 Failure to follow Blackout procedures may result in removal of a blackout date at the discretion of the League Commissioner without further notice or communication.

### **2.13 Coaching Conflicts**

2.18.1 A head coach must be designated for each team at the time of initial team registration. AL will consider two teams under the direction of one coach during the scheduling process, i.e. AL will try to avoid scheduling matches at the same time involving those two teams.

2.18.2 L will not consider a coach's schedule in other leagues or tournaments unless a blackout has been utilized.

2.18.3 Schedules will not be changed once posted should a change in coaches occur on a team.

### **2.14 Return of AL Fees**

The AL shall return all fees paid for any team that is not accepted to play in the AL. If a team withdraws from the AL before the AL schedules are published, one-hundred dollars (\$50) will be withheld from the fees paid. If a team withdraws from the AL after the publication of schedules, the entire entry fee will be retained and an additional fine or other penalties will be assessed.

## **SECTION 3. TEAM ROSTERS**

---

### **3.01 Team Rosters**

- 1.1 For each specific age group, players must be born during the calendar year as shown and footnoted in Appendix A.
- 1.2 Maximum roster size shall be limited by age group as shown in Appendix A.
- 1.3 Loan players from outside your club are **NOT** permitted.

- 1.4 No player may play more than the equivalent of two total game minutes in one day in any ASA sanctioned league or event. Game minutes are the length of the game for the age group of the player as shown in Appendix B.

### **3.02 Club Pass Players**

Academy Teams are not restricted to the Club Pass Policy

### **3.03 Club Transfer**

The process by which a player changes club affiliation, moving from one club to another.

### **3.04 Player Transfer – November 1 Rule<sup>2</sup>**

Players who transfer from one club to another club after November 1st will be ineligible for participation in both Arizona Presidents Cup including Regionals and Nationals & the National Championship series (known as Arizona State Cup, Far West Regionals and US Youth Soccer Nationals) for that seasonal year. A transfer is defined as the process by which a player changes club affiliation, moving from one club and reregistering to a team within a different club within the same seasonal year.

### **3.05 Member Passes**

Valid US Youth Soccer member passes will be used for AL play. All US Youth Soccer member passes must be valid for the current season, have a current player photo and be laminated.

**3.05.01 Coach pass requirement: Coach and Team Official passes must be visibly worn and displayed to referees when on coaching sideline or technical area. *If Pass is not present or visibly displayed, the Coach or Team Official is not permitted to coach from the coach/player sideline or technical area.***

## **SECTION 4. FORMATION OF DIVISIONS**

---

### **4.01 Placement of Teams**

The League Operation Committee is responsible for the placement of teams based on proper placement.

4.01.01 Sub Committees may be formed to help place teams.

4.01.02 Placement of teams that have requested a Division may require changes based on the number of returning teams, number of applications requesting a specific division, etc.

---

<sup>2</sup> <https://usys-assets.ae-admin.com/assets/979/15/November%201%20Proposed%20Policy%20Change.pdf>



#### **4.02 Teams Playing Up**

Teams may request to play up an age group (must comply with out of format policy).

**Out of Format Policy:** (Playing out of format is limited to 4 players).

- No more than 4 players can play out of format on a team per game.
- 9U/10U teams may have no more than 4 players 8U and younger.
- Exceptions to the Out of Format Policy may be granted by the ASA Executive Director, Technical Director, and/or League Commissioner on a case by case basis.

### **SECTION 5. OPERATIONAL PROCEDURES**

---

#### **5.01 Game Day**

**5.01.01 All bench personal must have their current laminated pass and wear them on a lanyard around the neck, the player must have a current laminated player pass, checked by the referee before the start of the match.**

#### **5.02 Unplayed Matches**

5.02.01 If a team fails to play a scheduled game, the team will be fined \$50.00, to be paid before their next game. Additionally, the coach may be required to attend a league D & R hearing.

5.02.02 If a team fails to play a second scheduled game, the team will be fined \$100.00. The coach and the club's Director of Coaching will be required to attend a league D & R hearing and may be subject to suspension.

5.02.03 All unpaid fines become the debt of the club.

#### **5.03 Scoring Method**

Standing and scores are not kept

#### **5.04 Forfeited Matches**

A AL team that forfeits a game by failing to appear shall be subject to a fine assessed against its club and collected before any team from that club can be admitted to a subsequent AL season and be declined to the AL, for the next season of participation. The amount of the fine shall be determined each season by the League Commissioner and is posted on the ASA Website.

### **SECTION 6. MATCHES**

---

#### **6.01 Scheduling of AL Games**

The League Commissioner will schedule all AL matches. Once the AL publishes the season schedule, no match can be rescheduled, unless under the rescheduling format.

The League Commissioner reserves the right to reschedule and notify teams should an unavoidable event disrupts the integrity of the league. In the event that matches are postponed by the AL, the League Commissioner will reschedule the matches at the earliest possible reasonable date.

## **6.02 Match Schedule and Rest Periods**

All matches will be played as scheduled, unless weather conditions dictate. It is the intent of the league to play only one match per day; however, when circumstances dictate, no more than two matches a day. Every effort will be made to provide for a minimum of three hours rest between matches. If specific fields are unplayable due to weather conditions, the home team may make a decision based on player safety concerns and will contact the League Commissioner to re-schedule the game. The following information must be provided: Game #, Game Date/Time, Teams involved, Location of field. It is responsibility of both teams to coordinate the make up match and relay the information to the League Commissioner to update the schedule.

## **6.03 SEASON**

6.03.01 The league will host two seasons, each season consisting of minimum of six games unless indicated by the league. The number of seasons by age group is shown in Appendix A.

6.03.02 Teams may enter one or both seasons. A team playing in Season 1 is expected to play Season 2 but must still register as a returning team.

6.03.03 Blackouts

6.03.03.1 Season 1: Each team will be granted up to two blackouts, in which they may indicate two specific Weekends (Saturday) on which league games will not be scheduled.

6.03.03.2 Season 2: Each team will be granted one blackout, in which they may indicate one specific Weekend (must blackout Saturday, on which league games will not be scheduled).

6.03.04 Coaching Conflicts: Teams may request that the league not schedule games with conflicting times for two teams coached by the same person. Both teams must participate in ASA Leagues. The league will try to schedule around the two team's scheduled games. However, there may be occasions where it is not possible.

6.03.04.1 A team may utilize a substitute coach, provided that substitute is properly registered both with the club and with ASA. The coach need not be formally assigned to that team but must be a coach within the same club.

6.03.04.2 In order for the league to consider potential coaching conflicts, both teams must list the coach as the official head coach for the team within GotSoccer. The spelling of the coach's name must be identical for each and use one GotSoccer coach account. It is the team/club's responsibility to validate this. Coaches with more than one coach account will not be permitted to reschedule games once published.

6.03.05 Games and fields

6.03.05.1 Games will be played as a series of home and away games, as scheduling permits. Ideally, in a 6-game season, a team will have three home games and three away games. However, due to field

availability, blackouts, and coaching conflicts, this is occasionally not possible.

6.03.05.2 Clubs must furnish home fields of sufficient quality and quantity to allow the potential of 50% home games on each of the season Game Days (Clubs must have fields for each play date in order to receive 50% guaranteed home games). In cases where home fields are not available on a specific weekend, the home club may contract for an “outside” field, or the game may be scheduled at the opponent’s field. When games are held on the field of the Away team, the home team will be called on to pay reasonable amounts for game day expenses, examples of which are shown in Appendix D. Since a home game involves expenses designed to be paid by the home team, expenses of any home game played on the away team field will be paid by the home team. Sample expenses are shown in Appendix D and are to be used if the Away team (hosting team) does not know their game hosting expenses.

6.03.05.3 In cases where a team supplies no home fields for the duration of the season, that team’s home game expenses will be reimbursable to the hosting club. Examples of home game expenses are shown in Appendix D.

6.03.06 Rescheduling Games \*

6.03.06.1 Once the schedule has been published, the dates of games may not be changed except for the following reasons:

6.03.06.1.1 The field is closed by the city or other governing entity.

6.03.06.1.2 Inclement weather causing the field to be closed.

6.03.06.1.3 Scheduling errors made by ASA.

6.03.06.1.4 ASA deems it in the best interest of Arizona soccer.

6.03.06.1.5 The home club may change the times of the games on the scheduled date (the date may not be changed) to better accommodate referee and/or field scheduling. However, the home club must contact the opposing team within a reasonable amount of days before the scheduled game to determine if a change would pose a coaching or team game conflict. Both teams must agree to the change and are requested to work together to resolve scheduling issues. Referee assignor must be contacted and ASA is only contacted if a game is to be changed on the online schedule after there is agreement.

**6.04 Inclement Weather**

The League Commissioner or his/her designee shall have the authority to postpone a match due to inclement weather and/or unplayable field conditions prior to the kick-off of a match.

The Home Team will be responsible for notifying the away team regarding game postponement due to inclement weather. All reasonable efforts must be made to complete the match on the scheduled dates.

6.03.01 The Referee may postpone the game for inclement weather or unplayable field conditions.

6.03.02 The home team may postpone the game for inclement weather or unplayable field conditions based on instruction from city or park authorities, referee judgment/decision, or other authority.

**6.05 Referee Jurisdiction**

The Referee shall have the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). Each match will be controlled by a Referee who will have the full authority to enforce the Rules of Play and the Laws of the Game.

**SECTION 7. RULES OF PLAY \* Please see appendix Q for Academy Age Rules of Play**

---

**7.01 Applicable Rules and Laws of the Game**

AL matches will be played under the applicable rule of US Youth Soccer. Teams are responsible for obtaining and being familiar with the FIFA Laws of the Game as they govern play subject to the modifications noted in these rules.

**7.02 Substitutions**

Unlimited substitutions will be permitted at any stoppage of play with the permission of the match Referee.

**7.03 Match Length and Ball Size**

Age Groups	Length of Matches	Length of Break	Ball Size
7U	4x10 minutes	5 minutes	3
8U	4x10 minutes	5 minutes	3
9U	2x25 minutes	10 minutes	4
10U	2x25 minutes	10 minutes	4

**7.04 Field Size**

See Appendix B of field sizes

**7.05 Official Match**

A match shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the match is abandoned, the entire match must be replayed, subject to review by the League Operation Committee. If a match is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the match is abandoned. If a match is abandoned due to gross misconduct, the League Commissioner will decide

the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports from AL staff, etc.

#### **7.06 Forfeits-Lack of Appearance**

Failure to appear or failure to timely appear for a scheduled match will result in a forfeit. A team must be present and ready to play within 10 minutes of scheduled match time. For unforeseen circumstances (traffic accident), the League commissioner has the authority to delay the match time.

#### **7.07 Anchored Goals**

The Referees shall inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

#### **7.08 Player Passes and Rosters**

Each team must bring a laminated US Youth Soccer pass for each player and Team Official signed by an official from ASA. No player without a current, valid player pass shall be permitted to participate in any game (unless approved by the League Commissioner), player and team official passes must be checked by the Referee before the start of the match.

#### **7.09 Playing of Ineligible Player**

A team that plays an ineligible player shall forfeit any match in which an ineligible player played and be subject to disciplinary action including but not limited to suspension expulsion of the team and Team Officials from the AL.

#### **7.10 Uniform Color Conflict**

Uniforms for AL matches must conform to the Team Uniform Policy outlined in “**Appendix G**” of these rules.

#### **7.11 Team Bench Area and Technical Area**

No more than four (4) Team Officials (being only team coaches, team administrators, and team medical staff) shall be permitted at the Team Bench Area during a match. A suspended team official is not permitted at the Team Bench Area. The Team Bench Area must at all times be supervised by a Team Official and if no adult who possesses a member pass card from ASA/US YOUTH SOCCER is available to become a Team Official to supervise the Team Bench Area, the match is forfeited.

#### **7. 12 Spectator Sidelines**

Teams will sit on the same sideline as their team. Appendix B shows the recommended fan/team seating layout. Each coach is responsible for the behavior of their spectators as provided for in Section 8.04. The Referee has the option, but not the obligation to display a yellow or red card to a coach, team official or bench personnel for irresponsible behavior or for the irresponsible behavior of its spectators or sideline.

#### **7.13 Coaching from Sidelines**

Limited coaching is permitted only from one touch line from the team’s respective technical area (if marked) or from the center-line to 5 yards from the end of the team

bench closest to the goal line (if no technical area is marked) to a maximum of 20 yards from center line. Team bench persons may not enter the field without permission from the referee. Only the Head Coach can address the Match Officials (Referees).

#### **7.14 Heading Education**

There is no heading at the Academy level

### **SECTION 8. MATCH CONTROL - REFEREES**

#### **8.01 System of Control for Officiating**

Academy Matches have a single sole center Referee

---

#### **8.02 Match Officials**

Match officials will be assigned under the authority of a current certified Assignor working for the home team's club. Fees for referee assigning may differ between club and Assignor.

8.02.01 All Certified Referee Assignors must be in written agreement with League Policies.

8.02.01.01 Referee Assignor must use software system (ex. GotSoccer) as directed by management of the league.

8.02.01.02 Referee Assignor must agree to acknowledgments of rules, policies, and procedures by the management of the league.

8.02.01.03 Agreement is for the seasonal year and renewal is required.

#### **8.03 Payment of Match Officials**

Referees appointed under the provisions of these AL Rules shall be paid in cash prior to the start of the match. The Home Team (team listed first on the schedule) is responsible for paying the Referees.

##### **To be paid by HOME TEAM (team listed first on the schedule):**

(a) Referee fees for 7U and 8U games shall total \$20.00

(b) Referee fees for 9U and 10U games shall total \$30.00

If fields are closed and/or games are cancelled and the Referees are not given reasonable notice (4 hours) prior to the scheduled start of a game, the Match Officials present will be paid for their first scheduled match only. If Notification to the Referees is made prior to 4 hours from scheduled start time, the referees should not be paid.

**Fear Farm Home Games 7U-10U** – Home team will pay an additional \$5.00 per game for the Referee Assignor. The \$5.00 should be given to the Center Referee and he or she will pay the assignor.

#### **8.04 Termination of Games**

Each coach is responsible for the behavior of his or her players and sidelines, including control of parents, fans, and spectators. In the event a game is terminated or

abandoned by the Referee, the Referee will provide the League Commissioner with a written report within 48 hours of the match. The League Operation Committee or D&R Committee may based on the Referee report and any such additional information it considers appropriate immediately suspend the team, team officials, players, or spectator pending the holding of a hearing pursuant to section 10.3. All such suspensions shall remain in effect unless and until modified or reversed following a hearing or an appeal.

#### **8.05 Filing of Referee Match Report**

The Referee shall file a Match Report with the AL immediately following the match in accordance with the AL Match Management Procedures.

### **SECTION 9. SEND OFFS, DISMISSALS, AND SUSPENSIONS**

---

#### **9.01 Protocol for Send Offs and Dismissals**

Any player sent off from a match must leave the field area and retreat to the parking area of the complex or an area designated by the Match Official (**player must have adult supervision**) unless the referee or League Commissioner grants an exception and allows the player to remain on the bench due to safety concerns. Any team official dismissed from participating in a match must leave the field area and retreat to the parking area of the complex or an area designated by the Match Official. Any player sent off or dismissed team official is prohibited from communicating with his/her team while the team is at the field for its match, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team. The Match Officials and/or AL Supervisors on site are authorized to prohibit the use of any communication devices at the team bench areas.

The Referee has the option, but not the obligation to display a yellow or red card to a coach, team official or bench personnel for irresponsible behavior or for the irresponsible behavior of its spectators or sideline. A Referee does not have to physically present a red card to demonstrate and/or confirm that a player, coach, team official, or bench personnel has been dismissed or sent off from a match.

#### **9.02 Cautions and Send Offs - Suspensions**

Any player or team official sent off or dismissed from a match for conduct other than fighting shall be suspended for at least the team's next scheduled game. A referee does not need to physically present a red card to send off a player or team official. Any player sent off for fighting whether on or off the field and regardless of with whom shall be suspended for at least the team's next three (3) AL matches. AL's D & R Committee may (based on the Referee report and such additional information it considers appropriate) impose greater discipline subject to the holding of a hearing pursuant to section 10.2 or 10.3. All such discipline shall remain in effect unless and until modified or reversed following a hearing or an appeal. Players accumulating three (3) yellow cards in a season will be suspended for their next AL match. Players accumulating five (5) yellow cards in a season will be suspended for their next AL match.

Players accumulating seven (7) yellow cards in a season will be suspended for their next AL match.

### **9.03 Disciplinary Actions**

Suspension/s for red cards received in Academy League games can be served in Academy League games or ASA/US YOUTH Sanctioned Tournament games (See NOTE below for exceptions). If Academy League is finished (and no sanctioned tournament options are available), the suspension will be served in President's Cup (if a player is moved to a State Cup roster then the player must fulfill the suspension during State Cup). If the team does not participate in President's Cup, the suspension will carry over to the next season. Guest players' (Club Passed Player) red cards will be determined by the League Commissioner & the League Operation Committee on an individual basis.

The AL will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters and immediately distribute this information to the League Operation Committee and the respective team. The League Operation Committee has the right to impose additional sanctions with regard to any matters arising from participation in the AL.

#### **NOTE:**

- **Suspensions will carry into Presidents or State Cup once AL games have been exhausted. The suspension is carried over to the Cups by the player.**
- **Club Passed Players: Must serve their suspension with their primary team. If the player has no remaining games then he or she must serve in Presidents Cup or State Cup.**
- **Suspensions can also carry into Regionals and Nationals.**
- **Suspension not fulfilled during the 2019-2020 season will carry over to the 2020-2021 season and must be served with the team the player is rostered to.**
- **Suspension not fulfilled during the 2019-2020 season will carry over to the 2020-2021 season and must be served with the team the coach is assigned to**

### **9.04 Violation of Rules**

Any violation of the rules herein will be subject to disciplinary action by the AL.

### **9.05 Disciplinary/Fine Schedule**

Prior to the start of the season, the League Operation Committee shall distribute a Disciplinary/Fine Schedule or posted on the ASA website.

## **SECTION 10. PROTESTS AND APPEALS**

---



### **10.1 Protest**

A **protest** is a formal written objection of any violation of established rules, policies, or procedures. Protests are usually related to a specific game or administrative action and are filed by one of the involved team officials. Only those teams involved are permitted to protest a game result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific game. Protests must be based upon a violation of the published rules of the organization, competition, or FIFA Laws of the Game. Referee judgment calls cannot be protested. Protests will be heard by three (3) League Operation Committee members except that no Committee member involved in a hearing may be a member of a club that is party to the protest. Protests may also be referred to the Discipline and Appeals Committee under Section 10.4 of the AL Rules at the discretion of the League Commissioner or the Director of Leagues.

### **10.2 Appeals**

An **appeal** is a review of a decision following a hearing. The appeals committee shall have the authority to affirm, reverse, or remand a matter on appeal. It shall affirm the decision appealed if the decision does not violate applicable laws, constitutions, bylaws, and rules and regulations and is supported by substantial evidence. Substantial evidence means evidence of credible value that a reasonable person could accept. Only parties to the decision being appealed who have been adversely affected by the decision may appeal. All appeals are handled under Section 10.4 of the AL Rules.

### **10.3 Grievances**

A **grievance** is an allegation of misconduct against a league official or against the AL which has adversely affected the party filing the grievance. Grievances may be filed by any party with a demonstrated harm caused by the alleged misconduct. The League Commissioner and Director of Leagues will determine the validity of any grievance. (Allegations of misconduct against a referee or misconduct of a referee will be handled by ASA's D & R Chair under USSF Rules 531-9 and 531-10.)

All grievance hearings are handled by the Discipline and Appeals Committee under Section 10.4 of the AL Rules.

### **10.4 Discipline and Appeals Committee**

The League Commissioner shall be the chair of the AL Discipline and Appeals Committee. The chair of the committee will appoint no fewer than three (3) and no more than five (5) members of the League Operation Committee to hold a hearing or decide an appeal. The members appointed will not be from or associated with the club(s) involved, or otherwise have a conflict of interest. The committee's decisions shall be in writing, issued within a reasonable time following completion of the review of a protest, the holding of a grievance hearing, or the holding of an appeal and shall be sent to the League Commissioner and all affected parties. If in the event sufficient representation from the LOC are not available to reasonably review a case, the League Commissioner has the authority to appoint another qualified individual.

### **10.5 Filing Procedures**

A protest, request for a grievance hearing, or appeal must be in writing and filed within 24 hours of a completed game or seventy-two (72) hours of receipt of the decision or

adverse action being protested, for which a hearing is sought, or being appealed. The written filing must include:

- (a) A statement of the specific facts involved;
- (b) Citation of all rules, policies, or procedures alleged to have been violated;
- (c) The relief requested;
- (d) Copies of all relevant documents; and
- (e) A filing fee in the amount of \$75.00 in the form of certified check or money order made payable to Arizona Soccer Association

Any intent to protest, request for a hearing, or appeal may be e-mailed to the League Commissioner to meet the 24 or 72 hour deadline, but must also be filed online or by mailing it registered or certified mail to the ASA office along with the \$75 fee, and postmarked within the 72 hour deadline.

**NOTE: Protests of Games Played - Notice of intent to protest arising from events relating to a game must be given to the site coordinator or league commissioner within one (1) hour of the completion of the game. League Commissioner: michelleg@azyouthsoccer.org**

#### **10.6 Appeal of AL Assessed Fines**

An appeal of AL assessed fines, must be postmarked no later than three (3) business days from notification of an assessed penalty in accordance with the Filing Procedures listed in Section 10.4. The AL Discipline and Appeals Committee will hear such fines as established by the League Commissioner and Director of Leagues.

#### **10.7 Notification of Parties**

ASA shall notify all parties involved, no later than three (3) business days from receipt of an appeal or protest, that an appeal or protest has been filed.

#### **10.8 Disputes and Discipline**

The League Operation Committee is authorized to settle disputes and handle hearings other than grievance hearings which arise in the course of AL Competition. The League Operation Committee, in accordance with the disciplinary policies and procedures of ASA, Region IV, US Youth Soccer, and US Soccer, will investigate all allegations of misconduct by teams, coaches, players or others involved in AL operations and will impose an appropriate sanction for any violation found.

## ASA – ARIZONA OPEN LEAGUE RULES

### APPENDIX A & B Appendix A: Age Group Player, Roster, and Season Information Roster Size

Age Group	Min Roster	Max Roster	Max Suited Up Per Match	Min # Players to Start Game	Play	Number Of Seasons
7U - 2013	4	8	8	3	4v4	2
8U - 2012	4	8	8	3	4v4	2
9U - 2011	6	12	12	5	7v7	2
10U - 2010	6	12	12	5	7v7	2

#### Notes to Appendix A.

1. For any AL team 9U and older, no more than four (4) players born 2012 and later can be rostered or club passed to a team.
2. When two numbers are shown for Roster Size, the larger number indicates the maximum number of players allowed on the team roster and the lower number indicates the number of players that may be suited and available to play in a match.

### Appendix B: Age Group Field and Equipment Information

Group	Game length	Field length	Field width	Center circle	Corner arc	Goal area	Penalty area	Goal Max.	Ball size
7U	40	25-35	15-25	N/A	N/A	N/A	N/A		3
								4/6	
8U	40	25-35	15-25	N/A	N/A	N/A	N/A		3
								4/6	

Arizona Academy League

2019-2020

9U	50	55-65	35-45	8	3	4 / 4	12 / 12	6.5 / 18.5	4
10U	50	55-65	35-45		3	4 / 4	12 / 12	6.5 / 18.5	4

**Notes to Appendix B.**

1. Game length is the length of a game in minutes.
2. Field length is the length of the game field in yards.
3. Field width is the width of the game field in yards.
4. Center circle is the radius of the game field center circle in yards.
5. Corner arc is the radius of the game corner arc in feet.
6. Goal area first number is the distance from each goal post in yards and the second number is the distance into the field of play in yards.
7. Penalty area first number is the distance from the center of the goal in yards and the second number is the distance into the field of play in yards.
8. Goals first number is the height of the goal in feet and the second number is the width of the goal in feet.

**7v7 Fields Dimensions**

## **ASA – ARIZONA ACADEMY LEAGUE RULES**

### **APPENDIX C**

#### **Cup Eligibility**

##### **Cup Eligibility**

- 1. Arizona Presidents Cup: 10U** Teams that compete in AL will be eligible to apply for Presidents Cup.

**ASA – ARIZONA ACADEMY LEAGUE RULES**

**APPENDIX D**

**AL Team Field Cost Estimates**

**To be used if a hosting club does not know their specific home game costs.**

Age Group	Ref Fees	Field Rent/Game	Field Lining (allocated)	Other	Assignor	<b>Total per game (rounded)</b>
7U-8U	\$20	\$8	\$10	\$2	\$5	\$45
9U-11U	\$30	\$8	\$10	\$2	\$5	\$55

**Other = Field Supervision, field setup / put away, net/flag/goal use**

Fear Farm Home Games 11U-16U – Home team will pay an additional \$5.00 per game for the Referee Assignor. The \$5.00 should be given to the Center Referee and he or she will pay the assignor.

## **ASA – ARIZONA OPEN LEAGUE RULES**

### **APPENDIX E**

#### **Team Roster Information**

**Definition of a AL Team Roster:** AL will accept a State Association generated roster. Teams are permitted to make changes (i.e. drops, adds) to their rosters during the course of the AL seasonal year provided that such changes are filed with the AL at the time of such change and approved with a revised stamped roster from ASA.

**Revising the Team Roster:** A AL team roster may be changed throughout the AL seasonal year subject to these AL Rules; there is no freeze date of AL team rosters. Teams are permitted to update their team roster throughout the seasonal year. Must follow ASA player drop bylaw and AL's Roster limitation rule..

## **ASA – ARIZONA ACADEMY LEAGUE RULES**

### **APPENDIX F**

#### **Match Management Procedures**

- 1- Referees shall check player passes prior to the scheduled kick off time.
- 2-Match balls are provided by the Home Team.

3-The videotaping of matches by team representatives and non-official ASA representatives from the team bench side is prohibited unless written permission is granted in writing from the League Commissioner or Director of Leagues.

\*The League Commissioner may implement additional Match Management Procedures during the course of the AL seasonal year.

## **ASA – ARIZONA OPEN LEAGUE RULES**

### **APPENDIX G**

#### **Team Uniform Policy**

##### **Uniforms**

1. All field players on a team shall wear similar colored jerseys, similar colored shorts, and similar colored socks. The color of the jerseys may differ from the color of the shorts and/or socks. Likewise, the color of the shorts may differ from the color of the jerseys and/or socks. Both socks must be of the same color, but the color may differ from that of the jerseys and/or shorts.
2. A legible, unique number is required on the back of each jersey (no duplicate numbers).
  - a. Players and substitutes may not change or remove their jerseys/numbers during the match.
  - b. Socks must be pulled up to completely cover the shin guards.
  - c. Only undergarments (sliders, etc.) which are the same color as the predominant color of the shorts, may be worn.



3. The home team as designated in the schedule, regardless of the actual physical location of the game, will wear the team's LIGHTEST colored jersey. The visiting team will wear the team's DARKEST colored jersey. If both teams are wearing similar colored jerseys, the visiting team must change to its alternate jersey. If an alternate jersey is unavailable, the visiting team will wear pinnies to differentiate the two teams.
4. At the direction of the referee, a goalkeeper may be required to change jerseys, regardless of home/visitor status.

## **ASA – ARIZONA ACADEMY LEAGUE RULES**

### **APPENDIX H**

#### **HOME GAME GEOGRAPHY – BOUNDARIES**

EXPANDED GEOGRAPHY FOR CERTAIN GROUPS AND DIVISIONS: This team understands that Coconino and Yavapai Counties are now included geographies for Port of Subs Open League besides Maricopa County. For U12 and older teams ONLY, playing Division 1 or Division 2 ONLY, Home Games are eligible to be scheduled on the home fields of teams residing in Coconino and Yavapai Counties. This team understands that, should a team residing in these counties be in the same division as this team (Div 1 and Div 2 ONLY), an Away game for this team may include travel to a hosting team in Coconino or Yavapai Counties. Soccer teams residing in these counties include Flagstaff, Prescott, and Yavapai teams. If this team is U12 or older, is in Division 1 or 2 (or is being promoted to Division 2), and DOES NOT WANT TO TRAVEL to games in Coconino and Yavapai Counties, the team can be relegated to Division 3

which will not be required to travel to Coconino and Yavapai Counties. Teams requesting a lower division for Home Game Geography purposes must send by Email NO LATER THAN August 15th of the seasonal year to the league commissioner to opt out of Divisions 1 or 2.

## **ASA – ARIZONA ACADEMY LEAGUE RULES**

### **APPENDIX I**

#### **Match Rules**

#### **MATCH RULES**

1. **GENERAL**
  - 1.1 Opposing coaches and players should shake hands after each game.
  - 1.2 Coaches and players should shake hands with the referee after each game.
  - 1.3 Spectators should not coach or instruct players during the game.

- 1.4 No foul language or gestures.
- 1.5 No derogatory comments to players, referees, coaches, or spectators.
- 1.6 Suspend or abandon matches when lightning is near.
- 1.7 No alcoholic beverages or smoking materials shall be consumed or allowed near the playing area.
- 1.8 No dogs near the playing area. Many field venues (parks and schools) have more stringent rules where dogs are not allowed at all anywhere in the park or school. It is strongly recommended that coaches and managers request that spectators do not bring dogs to matches.
- ~~1.9~~ The hosting club (usually the home team) picks the side of the field that coaches / teams will sit on. Teams will sit on the same sideline as their spectators. See Appendix B for the field layout-

## 2. **THE FIELD**

- 2.1 Field Dimensions: Refer to Appendix B for suggested field dimensions by age group. Reasonable variations are allowed.
- 2.2 Markings: Distinctive lines not more than five (5) inches wide.
  - A halfway line shall be marked out across the field.
  - A center circle should be marked with a radius as shown in Appendix B.
  - Corner arcs should be marked with a radius as shown in Appendix B.
- 2.3 Goal Area: Distances are shown in Appendix B as yards from each goal post and yards into the field of play. The points described are joined by a line parallel with the goal line.
- 2.4 Penalty Area: Distances are shown in Appendix B as yards from each goal post and yards into the field of play. The points described are joined by a line parallel with the goal line.
- 2.5 Goals: The height and width of goals by age group are shown in Appendix B. Reasonable variations are allowed.
- 2.7 If the field does not meet the above qualifications, and the field is considered playable by the referee, then the game will be played. A written complaint should be sent to the league at the conclusion of the match to allow the league to help correct future problems.

## 3. **THE BALL**

- 3.1 Ball size for each age group is shown in Appendix B.
- 3.2 Home team shall be prepared to supply a game ball.

## 4. **NUMBER OF PLAYERS AND SUBSTITUTIONS**

- 4.1 Maximum number of players on the field for a team including a goalkeeper is shown in Appendix A.
- 4.2 Maximum number of players on the roster is shown in Appendix A.
- 4.3 Minimum number of players required to form a team AND start a game is shown in Appendix A.
- 4.4 Substitutions: unlimited substitutions will be permitted at any stoppage of play with the permission of the match Referee.

5. **PLAYER EQUIPMENT**

- 5.1 Tennis shoes or soft-cleated soccer shoes. No toe cleat or metal cleats/spikes allowed. 5.2 Shin guards are mandatory.
- a. All field players on a team shall wear similar colored jerseys, similar colored shorts, and similar colored socks. The color of the jerseys may differ from the color of the shorts and/or socks. Likewise, the color of the shorts may differ from the color of the jerseys and/or socks. Both socks must be of the same color, but the color may differ from that of the jerseys and/or shorts.
    - i. A legible, unique number is required on the back of each jersey (no duplicate numbers).
    - ii. Players and substitutes may not change or remove their jerseys/numbers during the match.
    - iii. Socks must be pulled up to completely cover the shin guards.
    - iv. Only undergarments (sliders, etc.) which are the same color as the predominant color of the shorts, may be worn.
  - b. The home team as designated in the schedule, regardless of the actual physical location of the game, will wear the team's **LIGHTEST** colored jersey. The visiting team will wear the team's **DARKEST** colored jersey. If both teams are wearing similar colored jerseys, the visiting team must change to its alternate jersey. If an alternate jersey is unavailable, the visiting team will wear pinnies to differentiate the two teams.
    - i. At the direction of the referee, a goalkeeper may be required to change jerseys, regardless of home/visitor status.
  - c. No jewelry (necklaces, bracelets, rings, earrings) or metal hair bows/pins. Bracelets are defined as any object encircling the wrist or arm. Exception: Medical Alert bracelet or necklace. These must be taped down. Taping of earrings/studs is NOT considered an exception. These must be removed.
  - d. Players with splints, casts, braces, or other such devices may participate, if, in the opinion of the referee, these devices do not present a danger to any player.

6. **REFEREE**

- 6.1 One Center Referee, properly licensed. Referee shall be assigned and paid by the home club.
- 6.2 In the event a referee does not show up for the match, upon agreement by both coaches, a referee may be appointed on-site for purposes of playing the match. If both coaches cannot agree, then the match must be rescheduled and completed prior to the scheduled end of the current season.
- 6.3 The referee's judgment as to whether the field is suitable for play shall be final.
  - 6.3.1 Exception: The entity (city parks department, etc.) which controls the fields may close the field as required.
- 6.4 Referee's decisions on points of fact connected with the game shall be final.

- 6.5 Rule infractions should be briefly explained to the offending player.
- 6.6 Prior to the start of the match, the referee shall:
  - 6.6.1 Verify the identity of each player by comparing the photo on the player pass with the player.
  - 6.6.2 Ensure that each coach participating has a proper coach's pass.
  - 6.6.3 If a player does not have a player pass, the referee may allow the player to participate, with the understanding of:
    - 6.6.3.1 The referee will advise the non-offending team of the missing information.
    - 6.6.3.2 The referee will allow the offending team until halftime to produce the pass. If the team fails to provide the pass by the start of the second half the game is declared a forfeit and the forfeit rules apply.
    - 6.6.3.3 The referee will note this information, and inform ASA after the match.
    - 6.6.3.6 Upon completion of the game and receipt of a game report, the league will review the situation. Disciplinary action against coaches and players could result, as well as forfeiture of the game, should the league find evidence of illegal players.
- 6.7 Upon the completion of the match, the referee shall:
  - 6.7.1 Report in writing the identity and details of the offense of any participant who has been cautioned or sent off, or has committed equivalent misconduct prior to, during or after the completion of the match.
- 7.3 It is the Home Club responsibility to ensure that each match has a certified referee. In the event a match is not able to be played as a result of the Home Club failing to meet this requirement, the costs to reschedule the match will be paid by the Home Club.

8. **DURATION OF GAME**

- 8.1 Each game duration shall be as shown in Appendix B. In times of hot weather, the referee may, at his/her discretion, separate the game into equal quarters, allowing for a two-minute water-break between quarters. The referee should inform the coaches prior to the start of the match of this intent.
- 8.2 There shall be a half-time break of five minutes.
- 8.3 It is the referee's discretion as to whether time will be added to the match to compensate for time lost due to serious injuries or other significant stoppages in play. Under normal circumstances, typical injuries will not result in time added to the match. Subsequent games scheduled following the conclusion of the current game may factor into the referee's decision, i.e. need to stay on schedule.
- 8.4 If the game is called by the referee before the start of the second half, it shall be considered abandoned and must be replayed. If the second half

has started the game will end and the score at that time will be recorded as the final score.

9. **THE START OF PLAY**

- 9.1 A coin toss determines which team is on each end of the field at the start of the match. The team which wins the coin toss chooses the end of the field they will attack. The other team kicks off for the first half.
- 9.2 Teams switch ends of the field for the second half of the match. The team which did not kick off in the first half kicks off to start the second half.
- 9.3 Opponents must be 8 yards from the center mark while kick-off.
- 9.4 On the initial kick/touch, the ball is in play when it is kicked and clearly moves.
- 9.5 If a team has the minimum number of players as shown in Appendix A, then the game may start. If at any time during the match the team does not have the minimum number of players available, then the game is considered a forfeit against the team that does not have enough players.

10. **BALL IN AND OUT OF PLAY**

- 10.1 Ball must completely cross the touch line to be considered out of bounds.
- 10.2 Ball must completely cross the goal line to be considered a goal.
- 10.3 The ball is still in play even if it hits a corner flag, goal post, crossbar, or the referee.

11. **METHOD OF SCORING**

- 11.1 Standard score-keeping shall apply. A team will be awarded one point (goal) each time the ball completely crosses the goal line between the goal posts and under the crossbar, regardless of who touched the ball last (defender or attacker).
- 11.2 Matches may end in a tie. Play will not be extended (no overtime, no kicks from the mark, etc.).

**ASA- ACADEMY League Rules**

**ACADEMY LEAGUE RULES 7U-8U**

---

Laws of the Game – Modified  
8 and Under

Law 1 – The Field of Play

MINI FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25 yards maximum 35 yards

Width: minimum 15 yards maximum 25 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

Optional: A circle with a radius of five (5) yards should be marked around the center mark.

The Goal Area: None.

The Penalty Area: None.

Flagposts: Corner flags are optional.

The Corner Arc: None.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is six (6) feet and the distance from the lower edge of the crossbar to the ground is four (4) feet. Goals for this age group may be smaller.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

9/23/2016 US Youth Soccer

2

Law 2 – The Ball

Size three (3).

Optional: use a lightweight<sup>1</sup>

size four (4) ball or a Futsal ball to keep the ball mostly on the ground.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than four (4) players. There are NO goalkeepers.

Substitutions: At any stoppage of play and unlimited.

N. B.: A player who is suspected to have a head injury leaves the field of play for additional evaluation, a substitution can be made in that moment.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. It is the coach's responsibility to enforce this rule. Teams and matches may be coed.

The maximum team roster size is six (6).

ii

1 A lightweight version reduces the weight of a size 4 soccer ball while still staying within the standards set by U. S. Soccer. Physical benefits of a lightweight ball include less stress on joints at the moment of impact and young players can make long passes, hard shots and block attempts by opponents.

9/23/2016 US Youth Soccer

3

Law 4 – The Players Equipment

Conform to the FIFA Laws of the Game. Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

Law 5 – The Referee

There is no need for fully qualified referees to manage 8 and Under games. One or both of the coaches should officiate / manage the game. Basic fouls and boundaries should be respected. All infringements should be briefly explained to the players.

Law 6 – The Other Match Officials

None.

Law 7 – The Duration of the Match

The match shall be divided into four (4) periods of not more than 10 minutes, based on the energy and motivation of the players. The length of the match should be determined before the match starts by both coaches. There shall be a maximum of a five (5) minute break between each period. The four periods do not have to be of equal duration.

Law 8 – The Start and Restart of Play

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least five (5) yards from the ball until it is in play. Remember, let them play and do not interfere for technicalities.

Law 9 – The Ball In and Out of Play

Conform to the FIFA Laws of the Game.

Law 10 – The Method of Scoring

Conform to the FIFA Laws of the Game.

Law 11 – Offside

None.

9/23/2016 US Youth Soccer

4

Law 12 – Fouls and Misconduct

Conform to the FIFA Laws of the Game with the exception that all fouls shall result in an indirect free kick. When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area [if one is being used], the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

The game official must explain ALL infringements to the offending player. No cards shown for misconduct.

N.B.: A hand ball infraction occurs when a player handles the ball deliberately. The “hand” includes the entire arm up to the top of the shoulder. Instinctive, self-protective reactions are not penalized at this young age. Accidental contact (ball striking hand or arm) is not an offense and should not be penalized.

Law 13 – Free Kicks

Conform to the FIFA Laws of the Game with the exception that all free kicks are indirect and all opponents are to be at least five (5) yards from the ball until it is kicked. Deliberate heading is not allowed in 4 vs. 4 games.

Law 14 – The Penalty Kick

None.

Law 15 – The Throw-In

Conform to the FIFA Laws of the Game.

Optional: the throw-in may be replaced with the pass-in<sup>2</sup>

; otherwise conform to the FIFA Laws of the

Game. Opposing players are to be at least two (2) yards from the ball until it is kicked. This option is strongly

recommended by US Youth Soccer.

Law 16 – The Goal Kick

The goal kick shall be taken anywhere along the goal line within five (5) yards of the goal. Opposing players must drop to midfield.

.

Law 17 – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that opponents remain at least five (5) yards from the ball until it is kicked.

2 The ball is placed on the ground off of the field of play and is kicked into the field of play.

9/23/2016 US Youth Soccer

5

i



---

Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee\* is instructed to stop play allow for treatment/evaluation as needed. If the player leaves field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to game without approved clearance will result in the referee\* ending the game.

\*Since there is no referee in 4 vs. 4, this responsibility falls to the coaches and parents involved.

ii The Youth Academy philosophy emphasizes player development over team development and focuses on the technical development of each child without the pressures of short-term match outcome. This club based format is in the best interest of both the short-term and long-term development of the children. In most instances, the youth academy format does not have set teams. Instead, the players all register with the club, but not a specific team. US Youth Soccer supports this approach for the 8 and Under age group.

## **ACADEMY LEAGUE RULES 9U-10U**

9/23/2016 US Youth Soccer

1

Laws of the Game – Modified

10 and Under

Law 1 – The Field of Play

DEVELOPMENT FIELD

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 55 yards maximum 65 yards

Width: minimum 35 yards maximum 45 yards

Field Markings: Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: 4 yards out from the goal line x 8 yards wide.

The Penalty Area: 12 yards out from the goal line x 24 yards wide. A penalty arc with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Penalty Mark: 10 yards

Flagposts: Conform to FIFA Laws of the Game

The Corner Arc: Conform to the FIFA Laws of the Game.

Build Out Line1

: Equidistant between the top of the penalty area and the halfway line.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is twelve (12) feet and the distance from the lower edge of the crossbar to the ground is six (6) feet.

Optional: For the developmental field the goal may be a maximum of 6 feet high by 18 feet wide.

1 The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. At any time the goalkeeper may pass, throw or roll the ball to a teammate, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Punts or drop-kicks are not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the defending third in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play resumes as normal.

9/23/2016 US Youth Soccer

2

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2 – The Ball

Size four (4).

Optional: use a lightweight

size four (4) ball.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than seven (7) players, one of whom is the designated goalkeeper. A match may not start or continue if either team consists of fewer than five players.

Substitutions: At any stoppage of play and unlimited.

N. B.: A player who is suspected to have a head injury

leaves the field of play for additional

evaluation, a substitution can be made in that moment.

Playing time: Each player SHALL play a minimum of 50% of the total playing time, which is controlled by the coach. Teams and matches may be coed.

The maximum team roster size is twelve (12).ii

2 A lightweight version reduces the weight of a size 4 soccer ball while still staying within the standards set by U. S. Soccer. Physical benefits of a lightweight ball include less stress on joints at the moment of impact and young players can make long passes, hard shots and block attempts by opponents.

9/23/2016 US Youth Soccer

3

Law 4 – The Players Equipment

Conform to the FIFA Laws of the Game. Non-uniform clothing, matching the uniform color, is allowed based on weather conditions. Uniforms must distinguish teams. Shinguards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

Law 5 – The Referee

Registered referee with a minimum U. S. Soccer certification of Grade 9 or parent/coach or assistant coach.

Law 6 – The Other Match Officials

None.

Optional: use registered Assistant Referees, if available. If registered Assistant Referees are not assigned, it is permissible to use club linesmen/women (preferably parents) to signal ball out of play only.

Law 7 – The Duration of the Match

Conform to the FIFA with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes. There shall be a half-time interval of up to ten (10) minutes. No added time at the end of either half.iii

Law 8 – The Start and Restart of Play

Conform to the FIFA Laws of the Game, with the exception that the defending team is at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play

Conform to the FIFA Laws of the Game.

Law 10 – The Method of Scoring

Conform to the FIFA Laws of the Game.

---

9/23/2016 US Youth Soccer

4

Law 11 – Offside

Conform to the FIFA Laws of the Game, with the exception that the build-out line also serves as an offside line<sup>3</sup>

. Attackers cannot be penalized for an offside offense between the halfway line and the build-out line.

Law 12 – Fouls and Misconduct

Conform to the FIFA Laws of the Game with the exception that an indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

Law 13 – Free Kicks

Conform to the FIFA Laws of the Game with the exception that all opponents are at least eight (8) yards from the ball until it is kicked.

Law 14 – The Penalty Kick

Conform to the FIFA Laws of the Game, with the exception that the penalty mark is ten (10) yards from the goal line.

Law 15 – The Throw-In

Conform to the FIFA Laws of the Game.

Law 16 – The Goal Kick

Conform to the FIFA Laws of the Game with the exception that opposing players must retreat behind the build out line until the ball is in play. The team taking the goal kick may choose to restart play before the opponents have retreated behind the build out line. The ball is in play when it is kicked directly out of the penalty area.

<sup>3</sup> An attacking player would have to be between the build-out line and the opponent's goal line to possibly be in an offside position. By using the build-out line as the offside line, it's far less likely that passes over the top will be made and more space is created for movement off the ball for the second and third attackers.

9/23/2016 US Youth Soccer

5

Law 17 – The Corner Kick

Conform to the FIFA Laws of the Game with the exception that opponents remain at least eight (8) yards from the ball until it is kicked.

i

Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play allow for treatment/evaluation as needed. If the player leaves field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to game without approved clearance will result in the referee ending the game.

ii The Youth Academy philosophy emphasizes player development over team development and focuses on the technical development of each child without the pressures of short-term match outcome. This club based format is in the best interest of both the short-term and long-term

development of the children. In most instances, the youth academy format does not have set teams.

Instead, the players all register with the

club, but not a specific team. US Youth Soccer supports this approach for the 10 and Under age group.

iii During weather conditions of extreme heat and humidity a water break halfway through each half is acceptable if both coaches agree or the

break is prescribed by the local competition authority.