



# **ARIZONA ADVANCED LEAGUES**

## **PREMIER LEAGUE AND STATE LEAGUE**

### **RULES & REGULATIONS**

#### **2020-2021**

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

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# RULES & REGULATIONS

## SECTION 1. INTRODUCTION

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### 1.01 Name of League

The name of the League shall be the “Arizona Advanced Leagues” which may have divisions such as “Premier League” (APL) or “State League” which are Divisions within the Arizona Soccer Association’s Advanced Leagues.

### 1.02 Mission

To provide the highest standard of competitive play for youth teams in Arizona and assure the continued growth and development of elite level players.

### 1.03 League Status

The Arizona Advanced Leagues 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.

### 1.04 Rules, Policies, and Procedures

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

### 1.05 Team Gender Age Groups

The League Operation Committee (LOC), subject to the ASA Board of Directors, shall determine the gender age groups of competition for each seasonal year. The Advanced Leagues will conduct play in the following gender age groups for the 2020-2021 season: Boys and Girls 12U, 13U, 14U, 15U, 16U, 17U, 18U and 19/20U gender age groups.

### 1.06 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 Advanced Leagues.

### 1.07 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) Securing venues
- (b) Creating match schedules
- (c) Serving as the liaison with the League Referee Assignor and SYRA to ensure that Match Officials are assigned.
- (d) Collecting approved Advanced League team rosters
- (e) Recording and posting of scores and standings
- (f) Ensuring communication of age group news and information is shared with teams

### 1.08 Site Coordinators

The League Commissioner shall approve all Site Coordinators.

### 1.09 Site Coordinators Duties and Responsibilities

The Site Coordinator's duties and responsibilities under the jurisdiction of the League Commissioner shall include but not be limited to:

- (a) Serving as a liaison between the Advanced Leagues and participating teams on site;
- (b) Establishing a central location for site headquarters;
- (c) Ensuring that the game fields are ready for play;
- (d) Collecting and distributing Game Cards and Referee Reports;
- (e) Forwarding Game Cards and Referee Game Reports to the League Commissioner at the conclusion of the event;
- (f) Enforcing Policy and Procedure as established by the League which includes the authority to expel or dismiss parents, spectators, or other guests of the team when deemed necessary.
- (g) Completing any other duties as assigned by the League Commissioner.

### **1.10 Playing Seasons**

The Advanced League season will be played between August 26, 2020 and March 21, 2021 unless unforeseen circumstances arise. U15-U19 Ages will not play in March unless there is a need to reschedule due to unforeseen circumstances.

### **1.11 Precedence of Games**

US Youth Soccer National Championship Series, National League and Desert Conference competition will have priority over Advanced League matches.

### **1.12 Team Rights and Privileges**

Team participation in the Advanced Leagues will meet the requirements of the US Youth Soccer National Championship Series.

### **1.13 Contact Information and Communication**

All member teams of the Advanced Leagues shall have contact information on file with the league, 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 Advanced Leagues. It is the responsibility of each team to ensure that accurate contact information is on file with the Advanced Leagues. ***For 2020-2021 League season, this information must be accurate in GotSoccer.***

### **1.14 League Operations Committee or League Advisory Group**

Members of the League Operations Committee or **League Advisory Group** (referred to as LOC at times) are members of a member organization with ASA. Each member is elected or nominated to help maintain the integrity of the league, review rules/policies of the league, participate in the Discipline & Appeals Committee, help chair the Selection Sub Committee, and other duties as requested by Arizona Soccer Association.

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

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### **2.01 Team Eligibility**

Any team affiliated within an ASA member club or league may apply to participate in Arizona Advanced Leagues (must have ASA/US Youth player passes) as long as they do not conflict with the New Club Policy.

**2.02 Structure**

The Advanced Leagues will offer competition for Boys and Girls in eight Age Groups, beginning with 12U and concluding with 19/20U. Placement of teams within each gender age is determined by Automatic Qualifiers, Results of League or Cup play, and performance of teams. The APL will be composed of advanced teams wanting to participate at the highest level of competition and the ASL will be composed of advanced teams wanting to participate at the next highest level of competition.

**2.03 APL, ASL1, ASL2 Divisions**

- 6 teams per age group and gender
- 6-8 teams per age group for 12U.

Number of Teams	Number of Games
6 Team Division	10 playing each team twice
7 or more Team Division	10 all teams a minimum of once

**\* 7 or more Team divisions will only be used if the committee or League Commissioner deems it necessary.**

**2.04 Boys Divisions**

The Boys APL, ASL1, ASL2 13U-19U Divisions will consist of 6 teams\*  
 The Boys APL, ASL1, ASL2 12U Divisions will consist of 6-8 teams\*

**2.05 Girls Divisions**

The Girls APL, ASL1, ASL2 13U-19U Divisions will consist of 6 teams\*  
 The Girls APL, ASL1, ASL2 12U Divisions will consist of 6-8 teams\*

\*The League Commissioner and LOC reserve the right to adjust the division size if deemed necessary. The League Commissioner has the final authority on decisions.

**2.06 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 at the point of acceptance for the league as well as until the league season ends.

**2.07 Application Deadline – Established by LC for the Season and normally is in the month of June prior to season starting.**

All applications for participation in the Advanced Leagues must be received by the deadline established by the League Commissioner and the LOC. Applications received after the deadline are subject to refusal or a late fee. Applications will not be considered until the late payment fee is received and must be prior to the established date.

## **2.08 Application Process**

Team Applications to participate in the Advanced Leagues must be completed on-line as instructed by ASA and the League Commissioner.

**2.08.1** DOC's (Director of Coaching) are responsible for approving all team applications from their club for participation in the Advanced Leagues for each season.

**2.08.2** Applicants should retain proof of application.

**2.08.3** Applicants may request a Preferred Division, but placement is not guaranteed.

**2.08.4** Falsifying application information including roster continuity, prior team's history, or other information that is critical in the application review process may result in expulsion from the league.

## **2.09 Acceptance of Teams**

The League Commissioner and/or LOC will determine what teams from those applied will be accepted into the league. The committee will make the acceptance decision for entry into the league based on recommendations by the age group Sub Committees, availability of positions, automatic qualifiers, guaranteed spots, configuration of teams in each division, and using the guidelines below but not limited to:

### **IN NO PARTICULAR ORDER**

- Results from prior Advanced League season
- Roster Continuity
- Results from Desert Conference and NL
- State Cup Standings
- President's Cup Standings
- Results against the top 3 State Cup Finishers
- Head to Head
- Common opponents
- Tournament Results
- Strength of Roster/Player Pool
- Player Promotion from within club

**2.09.1** Play-In games will be used if necessary (Last 2 weeks of August). Scheduling of the Play-In Games will be done by ASA or the LC upon completion of registration of teams in the Advanced Leagues.

**2.09.2** Play-In games might be played on weekday or weekend play dates contingent upon field and ASA staff availability.

## **2.10 Roster Continuity**

All teams that are accepted for play in the Advanced Leagues must show player continuity of 9 players for 12U teams and 11 players for 13U-19/20U teams throughout the complete Advanced Leagues season from what was indicated in the application



process. Violation of the policy may result in dismissal from the league and/or fines or exclusion/demotion the following season.

### **2.11 Refusal to Admit Teams**

The LOC 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 Advanced Leagues or other ASA Managed Leagues. These factors include but are not limited to: failure to perform at a high level, forfeiture or failure to play past League or Cup matches as scheduled; failure to comply with Advanced Leagues' rules; new club policy; false information in the application, and/or failure to pay assessed ASA fees or fines on time.

### **2.12 Placement of Teams in Leagues**

The LOC or League Commissioner reserve the right to add and place teams to the Arizona State League, Arizona Open League, or other ASA managed leagues that aren't accepted to the Arizona Premier League or Arizona State League.

### **2.13 Registration Deadline**

Registration for participation in the Advanced Leagues must be received by the deadline established by the League Commissioner and the LOC. Teams that don't register by the deadline may be subject to losing their placement in APL, ASL1, or ASL2 and/or assessed a fine. GotSoccer will be used for league registration and scheduling.

**2.13.01** Only teams accepted following the application review process will need to register for Arizona Advanced Leagues in GotSoccer.

### **2.14 Advanced League Team Transfers/Relocation**

An Advanced League team<sup>1</sup> that transfers or relocates to a new club (after the Advanced League placements are announced and posted to the ASA website; or after the season has begun) will not automatically carry the Advanced League spot to the new club without approval from the LOC or LC. The following may occur:

- Permit the team to keep their spot at their new club
- Revoke their spot and award the spot to the next team in line
- Revoke their spot and not replace the spot

### **2.15 Fees and Other Expenses**

Each team participating in the Advanced Leagues will pay the fees established by the League Commissioner and the LOC 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 Advanced Leagues, including without limitation travel, housing, and uniforms.

**2.15.01** Game Rescheduling Fee – Team (if applicable) is responsible for Rescheduling fee (posted on the league web page).

### **2.16 Acceptance of Advanced League Rules**

Any team applying to play in the Advanced Leagues, agrees to accept, abide by, and

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<sup>1</sup> A "team" shall be defined as a minimum of 9 players as per section 2.10. A maximum of 5 transfers players may participate in the State Cup per section 3.05

comply with all rules, policies, and decisions by the League and further agrees to pay all fees that are due to the League for participation in the Advanced Leagues.

### **2.17 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.

**2.17.1** Each team will be afforded one (1) blackout weekend for the Fall (September – December play dates)

**2.17.2** Each 12U-14U team will be provided a second blackout weekend to be used in either January - March.

**2.17.3** The League Commissioner reserves the right to not schedule teams that are participating in Desert Conference or National League so that a Blackout Date is not required.

### **2.18 Mandatory Play Dates**

Mandatory Play Dates cannot be a blackout date. These dates must be left open for league games to be scheduled. Advanced Leagues will not re-schedule games around tournament conflicts. Play Dates are subject for field availability and may change per Section 1.06. **A rescheduling rain out date might be indicated on the website play dates should fall play dates be cancelled due to unforeseen circumstances.**

### **2.19 Coaching Conflicts**

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

**2.19.1** Head Coach must use the same GotSoccer coach account for Coach Conflicts to be considered. If different accounts are used, Coach Conflicts will not be avoided and will not be re-scheduled.

**2.19.2** Advanced Leagues will not consider a coach's schedule in other leagues or tournaments unless a blackout has been utilized.

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

### **2.20 Return of Advanced Leagues Fees**

The Advanced Leagues shall return all fees paid for any team that is not accepted to play in the League. If a team withdraws from the Advanced Leagues prior to the registration deadline, no fees are withheld, and no fines will be incurred. If a team withdraws from the Advanced Leagues after the registration deadline but before the League schedules are published, five-hundred dollars (\$500) will be withheld from the fees paid or assessed in a fine. If a team withdraws from the Advanced Leagues after the publication of schedules, the entire entry fee will be retained, and additional fines associated with forfeiting any un-played matches or other penalty will be assessed.

## **2.21 Coaching License Requirements**

Head Coaches will be required to hold a minimum of an E or Grassroots License by the start of the 2020-2021 league season, with a future requirement to earn their D License by 2020-2021<sup>2</sup>. Advanced League coaches that don't currently hold a of an E or Grassroots license need league approval and must contact the League Commissioner prior to start of the league season or the team may be withdrawn from the league without refund. Only US Soccer credentialed licensing will be recognized and accepted.

## **2.22 Futsal Event**

ASA will host a Futsal Showcase in August mandatory for 12U, 13U, 14U Advanced League teams.

# **SECTION 3. TEAM ROSTERS**

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## **3.01 Team Rosters**

All teams must submit an official Team Roster of players in GotSoccer at a time determined by the League Commissioner. An authorized official from the Team's Club must authenticate the validity of the rostered players. Club pass players will be allowed per Advanced League policy.

**3.01.01** For each specific age group, players must be born during the calendar year as indicated in Appendix D.

**3.01.02** Maximum roster size shall be limited by age group as shown in Appendix D.

**3.01.03** Five Club pass players are permitted per game. Loan players from outside your club are NOT permitted (see 3.03.03 for Club Pass Players)

**3.01.04** 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 Section 7.04.

**3.01.05** Team Roster must contain Coach, Team Official, and Player information. Only authorized Coaches and Team Officials that have passed the required background check and/or Safe Sport requirements are permitted to be added to a Team Roster, interact with players, or remain on the Coach/Player Sideline at games.

**3.01.06 APL DIVISION ONLY:** Club transfers cannot be added to the team rosters after September 25, 2020 for the APL Division. However, club pass players will be allowed per League policy. If a player transfers after this date, that player is ineligible to play in the remaining APL league games. The player is eligible to play in the State Cup as long as eligibility doesn't conflict with the

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<sup>2</sup> Due to COVID impacts in the 2020-2021 year, the requirements for coach licensing have been modified for the one year period.

November 1 Transfer Policy.<sup>3</sup>

### 3.02 Player Eligibility

Player eligibility is governed by the US Youth Soccer National Championship Series rules. A player may not be on the roster of more than one APL, ASL1, or ASL2 team; provided, however, that an ASA registered player with the approval of ASA may play as a club pass player for a second team from within the same US Youth Soccer affiliated club. No player may play for more than one Advanced League team in the same Division unless they are a player transfer except if the following: **No player may play for more than one APL team in the same age/gender group in the same seasonal year if they transfer after September 25, 2019.**

**3.02.01** Full Time Players - defined as players that compete in 3 or more APL, ASL1, ASL2 matches during the 2020-2021 league season.

**3.02.02** Player(s) and/or Team Outside League Competition Request  
Process: Players registered to an Outside League or Association may play in Arizona Advanced League if the team follows Club Pass Rules. Players or teams registered to ASA and/or Advanced Leagues who are seeking to play in Outside League competition must submit request in writing to the League Commissioner.

**3.02.02.1** Request form is posted on the league website and request must be submitted a minimum of 30 days in advance of desired competition start date.

**3.02.02.2** The Team's Head Coach or the Player's Head Coach must submit the request.

### 3.03 Club Pass Players<sup>4</sup>

Subject to the provisions of section 3.02, any team may use up to ~~three (3)~~ 5 club pass players per game. Roster changes must clearly indicate "CP" for Club Pass Players on the game card prior to the start of the game and/or referee check in by the team utilizing Club Pass Players. All roster changes to add a Club Pass Player must be done on the team roster in GotSoccer and no write in players are permitted.

#### Club Pass Definition

**3.03.01** Issued to a registered youth player by a club in compliance with the rules of ASA of which the club is a member;

**3.03.02** Issued as provided by this policy, and;

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<sup>3</sup> In accordance with section 2.14 any APL players or team transferring after September 25 would not be eligible to play.

<sup>4</sup> 2020-2021 Season will have an amendment to the Club Pass Policy due to impacts from COVID. Amendment is subject to change and the Club Pass Policy is posted on the ASA web page.

**3.03.03** Specifies the club and team of which the youth player is a registered member (must be the same identically named club in which the player is guest playing as a club pass player).<sup>5</sup>

### **3.04 Club Transfers**

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

**3.04.01** APL Players that transfer to another APL Club/Team after September 25, 2019 will be ineligible to participate in APL games for the remainder of the 2020-2021 season;

**3.04.02** APL Club/Teams violating this policy will result in forfeiture of the game.

**3.04.03** ASL1 and ASL2 Players that transfer to another APL, ASL1, or ASL2 Club/Team are eligible to participate in that Division's games for the remainder of the 2020-2021 season contingent upon Section 3.05.

### **3.05 November 1<sup>st</sup> Transfer Policy:**

Players who transfer from one club to another club after November 1st will be ineligible for participation in both Arizona Presidents Cup and Arizona State Cup. **That player is permitted to participate in Regionals and Nationals for that seasonal year<sup>6</sup>.** A transfer is defined as the process by which a player changes club affiliation, moving from one club and re-registering to a team within a different club within the same seasonal year.

A maximum of five (5) transfers are allowed for teams which participate in the National Championships Series, known as Arizona State Cup.

### **3.06 Member Passes**

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

**3.06.01** 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.**

**3.06.02** Media Pass Requirement: A Media Pass is required for "still photo" or "video" from between the technical areas or on the Coach/Player sideline from end line to end line. No Media Pass is required from the Spectator or Parent Sideline. To secure a Media Pass see the information on the Web Page for Advanced Leagues.

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

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<sup>5</sup> A team that transfers clubs may not leverage the Club Pass Policy with their new club to borrow players as well as loan to other teams in their new club.

<sup>6</sup> Contingent upon existing November 1<sup>st</sup> Transfer Policy.

#### **4.01 Placement of Teams**

The Age Group Selection Committee is responsible for the placement of teams based on the team's performance in the ASA leagues, ASA Cups, USYS Regional League Desert Conference, USYS Far West Regionals, the USYS National Championship, and other provisions of section 2.09.

**4.01.01 Division Size** – Boys and Girls Divisions will have a number of teams that is deemed to be appropriate for the reputation of the league, competition of teams, and standards of ASA. Sub-Divisions might exist that allow for a Group A and Group B first place winner.

#### **4.01.02 Division Size – Exceptions**

The League Commissioner or LOC reserve the right to adjust the division size if deemed necessary.

#### **4.02 Promotion and Relegation**

The Advanced Leagues does not operate on a Promotion / Relegation system.

#### **4.03 Play in Games:**

Play in games may be used to determine the final open slots in an age group. Play in games will only be used if deemed necessary by the League Commissioner and the LOC. A Play in Game may include a team that is identified as an Automatic Qualifier. Players must be registered with your club (US Youth Passes) to participate in Play In games (No Loan players or club pass players will be allowed) and must be on the team's submitted official roster by the established roster deadline.

#### **4.04 New Teams**

New teams are defined as those teams that did not play in the Advanced League Division during the immediately preceding season or a returning team that did not meet the 9-player continuity. No team is entitled to continue participation in the APL without the approval of the Selection Committee and each team must apply for each season. Each Club may nominate any number of teams to compete in the Advanced Leagues; provided, however, that for APL, only a maximum of two teams per Club can be accepted in an age and gender group.

#### **4.05 Teams Playing Up**

Teams may request to play up an age group. Teams may seek approval to play up (out of format) but must do so 30 days prior to applying by contacting the ASA Executive Director, Technical Director, or League Commissioner.

#### **4.06 Scoring Method**

The standings of teams within a division are based upon the number of points earned. Teams earn points as follows:

- Three (3) points for a win
- One (1) point for a tie
- No (0) points for a loss
- Minus two (-2) points for a forfeit

#### **4.07 Forfeits**

In the event of a forfeit, the team that forfeits the match will have two (2) points deducted, and the match score will be recorded as 0-2. The opponent will be awarded

three (3) points and a 2-0 win. The forfeiting team will be subject to a fine, possible dismissal from the league, or other penalties. **If both teams fail to appear, both teams will forfeit, will have two (2) points deducted, the match will not be scored, and the match will be declared unplayed. See Section 4.08.**

#### **4.08 Uneven Number of Games**

In the event that the teams in a Division do not play the same number of games due to unforeseen circumstances but, not including games that teams refuse to play (i.e. forfeits or failures to appear), the Final Standings may be determined by using the total points earned (P) versus the number of games played (GP) to determine an average points per game (AP). (i.e.  $P/AG = (AP)$  Adjusted points to be added to existing points (P). Adjusted points do not round up to the next higher integer. The APL Committee of LC will also determine any tie-breaking procedures that may need to be applied. Once the season is declared complete, adjustments to the standings and points will not take place unless a protest is filed within 72 hours of the last available play date.

#### **4.09 Tiebreakers—Two Teams are Tied**

If two teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

- (a) Winner of head to head competition
- (b) Winner of most games.
- (c) Goal Differential (goals scored minus goals against max four (4) per game)
- (d) Fewest goals allowed.(max four (4) per game)
- (e) Most Shutouts
- (f) Goals For

#### **4.10 Tiebreakers—Three or More Teams That Are Tied**

If three or more teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. When a team ranks last on any criteria, they will be eliminated from consideration and the sequence will begin again for the remaining teams.

- (a) Points earned in head to head competition between the tied teams
- (b) Winner of most games.
- (c) Goal Differential (goals scored minus goals against max four (4) per game).
- (d) Fewest goals allowed. (max four (4) per game)
- (e) Drawing of lots.

## **SECTION 5. OPERATIONAL PROCEDURES**

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### **5.01 Reporting of Scores**

Refer to GAME DAY STANDARDS published on the ASA Website.

### **5.02 Match Line Up**

Each team must complete and provide a Team Roster on the GotSoccer game card and a copy of the team roster, including club pass players if applicable, to the Referee as a Best Practice at least thirty (30) minutes before the match. No more than 18 players from a team may be in uniform or play in a single match (no more than 16 players for

12U games). Any team that plays an ineligible player in a game forfeits that match. 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 or expulsion of the team and team officials from Advanced Leagues. Changes to roster must be done before the game card is presented to the referee at check in. Changes must be made in GotSoccer prior to printing the game card. **“Write in” players to game cards are not allowed.**

\*No more than **3 5** Club Pass Players per Advanced League game. Club Pass Players must be added on the **GotSoccer system prior to the start of the match and must include First and Last Name, ID #, DOB, Jersey #.**

### **5.03 Forfeited Matches**

An Advanced League 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 Advanced League season and be declined to the Advanced Leagues for the next season of participation. If two teams fail to appear, that game will be unplayed and both teams may be declined to the Advanced Leagues 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.

### **5.04 Uniforms**

Teams playing in the Advanced Leagues are only permitted to wear the following on their game uniforms:

- (a) US Youth Soccer logo
- (b) The logo of the team’s State Association or the logo of any State Association sponsor
- (c) Their individual club and/or team logo and team sponsor logo
- (d) Manufacturer of uniform logo
- (e) Number of player (Player Names Are Not Permitted on Jerseys)

No other patches or logos are permitted unless written permission is granted by the League Commissioner and LOC. Referees are required to instruct the player to be removed from the game and/or team to cover any logos that are not listed above and report the incident to the League Commissioner within 24 hours following the conclusion of the match. **Non-compliant markings or logos must be removed or permanently covered on uniforms and cannot be covered by tape.**<sup>7</sup>

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## **SECTION 6. MATCHES**

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### **6.01 Scheduling of Games**

The League Commissioner will schedule all APL, ASL1, ASL2 matches. Once the League publishes the season schedule in FINAL copy, no match can request to be rescheduled unless an error has been made. 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 League, the League

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<sup>7</sup> Added 8/5/2019 with newly updated USYS 2020-2021 Regional Rules



Commissioner will reschedule the matches at the earliest possible reasonable date. Games may be rescheduled to a future date without consent/agreement from either team if the future date is not used as a blackout date and an existing match for either team is already scheduled.

**6.01.1** Requests to re-schedule games has a fee associated with the process and is published on the league website

**6.01.2** Process and restrictions to reschedule games are published on the league website.

## **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 will be scheduled and no more than three matches per Friday/Saturday/Sunday weekend. APL teams are required to play on Fridays, Saturdays, or Sundays on any non-blackout weekend. Every effort will be made to provide for a minimum of three hours rest between matches. Weekday (Monday-Thursday) games may be played unless a team indicates in the registration process that they do not want to play weekday games.

## **6.03 Inclement Weather**

The League Commissioner or his/her designee shall have the sole authority to postpone a match due to inclement weather and/or unplayable field conditions prior to the kick-off of a match. The League Commissioner will be responsible for notifying all teams regarding game postponement due to inclement weather. All reasonable efforts must be made to complete the match on the scheduled dates. In the event that the League Commissioner or an ASA appointed staff member is not onsite then the Referee shall have full authority to postpone a match due to inclement weather and/or unplayable field conditions. Inclement Weather guidelines are posted on the League Web Page.

## **6.04 Referee Jurisdiction**

The Referee shall have the authority to take disciplinary action prior to 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.

**6.04.01** It is the Club, Team, and Referee responsibility to ensure that only authorized Coaches or Team Officials are permitted on the Coaching Sideline or Technical Area.

**6.04.02** Any Coach or Team Official that refuses to display their Pass in a visible location may be subject to dismissal from the sideline by the referee and subject to additional fines or disciplinary action by the league.

**6.04.03** The Club is responsible for ensuring the policy to require only authorized personnel on the Coaching Sideline or Technical Area is followed by all club officials. Repeat offenders will result in notification to the Club and may result in further disciplinary action and/or fines. Clubs violating this policy will result in notification to D&R for a hearing.

**6.04.04** The Team Bench Area that is not able to be supervised by an authorized Coach or Team Official who can visibly display their Pass will result in the forfeit of the match. At the beginning of the match, a 10 minute period from the official start time will be permitted. Once a match has started, there is no grace period.

### **6.05 Match Management Procedures, Discipline, and Competition Authority**

Match Management Procedures are provided in "Appendix F" of these rules. As part of the Match Management Procedures, the League Commissioner or his/her designee has the authority to make the final decision on all aspects related to a match outside of the jurisdiction of the Referees.

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

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

Advanced League matches will be played under the applicable rules 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**

In all age groups, unlimited substitutions (re-entry allowed) will be permitted at any stoppage of play with the permission of the match Referee at a maximum of three (3) occurrences per half of play.

2020-2021 Season: Players will continue to leave the field between the technical areas of the team/player sideline unless instructed by a referee or given permission by a referee to exit the field at the nearest point on the boundary line. **League Commissioner has amended this section to allow for unlimited substitutions and no longer a maximum of three (3) occurrences per half of play until further notice.**<sup>8</sup>

### **7.03 Head Injury Substitution Rule**

The League has implemented a rule change to allow a player who is suspected to have suffered a head injury, to be temporarily substituted while being evaluate.

- **Temporary substitution is only permitted if the team still has one of their three substitution occurrences available.**
- Temporary substitution for the evaluation of the concussion / head injury will not count against the team's total number of allowed substitutions in the game.
- If a player is evaluated by an HCP (Health Care Provider) or an Athletic Trainer Certified) and determined not to have suffered a concussion, the player may re-enter the game at any stoppage of play with referee permission.
- The evaluated player must replace the original temporary substitute. In addition, the player who entered the field as a temporary substitute shall be able to re-enter the game again as a regular substitute if the team has remaining occurrences to substitute.

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<sup>8</sup> Although IFAB approved on March 2, 2019 amendments to the substitution rule, Advanced Leagues will follow the above substitution rule.

- If the player is not cleared to return to play by the HCP or ATC, the replacement player will no longer be considered a temporary substitution and must leave the field upon notification from the referee or the team will be charged a substitution if the team has a remaining occurrence.
- **If the team is out of their three occurrences, the temporary substitute will be required to leave the field upon notification from the referee and the team will play short a player.<sup>9</sup>**
- Any discipline issued to the temporary substitute will count for the remainder of the game.

\*The Referee should document the contact information for the HCP or ATC that cleared the player to return to play.

\*\*If no HCP or ATC is onsite then the player will not be permitted to return to play.

#### 7.04 Match Length and Ball Size

Age Groups	Length of Half	Length of Break	Ball Size
12U	2x30 minutes	10 minutes	4
13U-14U	2x35 minutes	10 minutes	5
15U-16U	2x40 minutes	10 minutes	5
17U, 18U, and 19/20U	2x45 minutes	10 minutes	5

#### 7.05 Field Size

The Advanced League recommended field size is 110 yards by 70 yards for 13U –19U and the recommended field size is 75 yards by 50 yards for 12U **(Fields for all age groups must meet the FIFA requirements for full size fields).**

#### 7.06 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 LC or LOC. 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, inclement weather, player safety reasons, scenarios that impact the play of other games, or for other reasons deemed by the Site Director, 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 ASA staff, etc.

#### 7.07 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.

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<sup>9</sup> Clarification added 09/06/2019. **Note for 2020 the rule will be changed to match Regional Rules where a temporary substitute can only be used when a substitution is available.**

### **7.08 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.

### **7.09 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, an Advanced League game card, and a copy of their official League roster to every match unless there is communication that it will be provided by the league commissioner. No player without a current, valid player pass shall be permitted to participate in any game (unless approved by the League Commissioner). As a Best Practice, Game Cards, rosters, player and team official passes should be given to the Referee thirty (30) minutes before the start of the game.

### **7.10 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, fines to reimburse any administrative expenses or protests/grievances filed, or expulsion of the team and Team Officials from the Advanced Leagues.

### **7.11 Member Passes Presented to Referee**

US Youth Soccer Member Passes shall be presented to the Referee upon entering the field of play and the start of the match. Player passes will be retained by the referee(s) and all passes will be returned to the players, Coach, or Team Official at the end of the match. Players checking in after the start of the game must present passes upon entering the and will be returned by the referee at the conclusion of the match.

### **7.12 Team Rosters**

Upon request, copies of official match rosters (also referred to as a "Game Card") must be provided to the opposing team coach/manager prior to the start of each match. Failure by the home team to provide a Game Card may result in a forfeit of the match. Home team will have up to 5 minutes from the official start time to provide the Game Card.

### **7.13 Uniform Color Conflict**

Uniforms for Advanced League matches must conform to the Team Uniform Policy outlined in "**Appendix G**" of these rules.

### **7.14 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. Also, only those players listed on the match lineup card are 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. All Coaches and Team Officials must visibly wear their Pass to be in the Team Bench Area or Technical Area.

### **7. 15 Spectator Sidelines<sup>10</sup>**

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<sup>10</sup> Spectator Sidelines were changed in the 2019-2020 season.

Teams will sit on same side as their spectators and to the left of the team technical area. Spectators must sit a minimum of five (5) yards back from the touchline when facilities permit. No spectators on the team sidelines or behind the goals. 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.

#### **7.16 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).

#### **7.17 12U Heading Education**

If a player is playing up in an older age group (ex: 10-year-old playing with a 12U team), please note that players who are under the age of 12 are not permitted to head the ball regardless of the age group in which they play. This requires education and support from the coach and parent to instruct the player accordingly.

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

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

Matches must be officiated using the 3-person FIFA/USSF Referee System. In the event the assigned Referee fails to appear (within 10 minutes of the match time); a certified Referee must be found by the League Commissioner or his/her designee to officiate the match. The Referee, in conjunction with the ASA official on site, may appoint replacements for Assistant Referees who fail to show up by the start of the match. In the event certified USSF officials are not available, the Referee may appoint club Assistant Referees. Club Assistant Referees shall be limited to decisions only on ball in and out of play and may be paid a game fee as provided for in section 8.03 below if they are a current registered USSF official.

#### **8.02 Match Officials**

Match officials will be assigned under the authority of the Advanced League Assignor working with the State Youth Referee Assignor - SYRA.

**8.02.01** The Advanced League Assignor will be assigned under the authority of the League Commissioner.

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

Referees and Assistant Referees appointed under the provisions of these League Rules shall be paid by the league in accordance with acceptable state and federal guidelines as independent contractors. All match officials will be required to complete the W9 form to be compensated.

#### **To be paid by ASA:**

(a) Referee fees for 12U games shall total \$80.00 (\$40, \$20, \$20)

- (b) Referee fees for 13U and 14U games shall total \$100.00 (\$50, \$25, \$25)
- (c) Referee fees for 15U and 16U games shall total \$115.00 (\$55, \$30, \$30)
- (d) Referee fees for 17U, 18U and 19/20U games shall total \$150.00 (\$70, \$40, \$40)

If the league requests a 4<sup>th</sup> official, they will be paid \$25.00 by the League.

If fields are closed and/or games are cancelled and the Referees are not given reasonable notice prior to their arrival at the site, the Match Officials present will be paid for their first scheduled match only. If there is only one (1) Assistant Referee, only one (1) Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club Assistant Referee if they are a current registered USSF official.

#### **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 LOC or D&R Committee may (based on the Referee report and any such additional information it considers appropriate) immediately suspend the team, team officials, parents or players pending the holding of a hearing pursuant to section 10.4. All such suspensions shall remain in effect unless and until modified or reversed following a hearing or an appeal. **Any ASA employee, contractor, or designated individual may eject a player, spectator, parent, fan, or other individual attending a game. Failure to vacate the premises may result in termination of the game and/or forfeiture of the match.**

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

The Referee shall file a Match Report with the League immediately following the match in accordance with the Match Management Procedures. A match report may be completed on the back of the associated Game Card, through GotSoccer, or separately and then attached to the Game Card.

### **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 League Commissioner (**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 League Commissioner. 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 ASA Staff 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 (red card) from a match for conduct other than fighting shall be suspended for at least the team's next League (If in APL, then next APL match; If in ASL, then next ASL match) match. 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; before, during, or immediately following a match; and regardless of with whom shall be suspended for at least the team's next three (3) League matches.

**9.02.01** Only the Head Coach (upon given permission by the referee) may leave the technical area or the team area and enter the field of play to stop or prevent an altercation.

**9.02.02** Any other Players/Coaches/Spectators that leave the technical area or the team area and enter the field to join an altercation shall immediately be removed from the Advanced Leagues Competition and shall not be allowed to participate further until the incident is reviewed by the Discipline and Review Committee. Any suspension/removal shall carry over into future league play, Cup competitions, Regional and National competitions.

**9.02.03** Penalty for violating 9.02.01 is a minimum of 3 game suspension for each player, Coach, or Team Official that enters the field without permission of the referee. Penalty for spectators that enter the field of play to join an altercation will result in further suspensions to the Coach, fines to the club in the amount of a minimum of \$500, and further disciplinary action by the League Commissioner, League Disciplinary Committee, or ASA D&R.

Advanced League'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 five (5) yellow cards in a season will be suspended for their next League match for their primary team regardless if the card was recorded in a league game with their primary team or not. Players accumulating seven (7) yellow cards in a season will be suspended for their next League match.

### **9.03 Disciplinary Actions**

**All players, team officials, coaches, parents, spectators, or associated parties of any participating player are expected to adhere to the ASA Code of Conduct.** All disciplinary measures imposed by the League shall be limited to an individual or team's participation in the Advanced Leagues (see Note below for exceptions). The League 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 make the information readily available to the LOC and the respective team. The LOC has the right to impose additional sanctions with regard to any matters arising from participation in the Advanced Leagues.



**Note:**

- **Suspensions will carry into Presidents or State Cup once League matches have been exhausted.**
- **When Receiving a Red Card as a Club Passed Player: 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.**<sup>11</sup>
- **Suspensions can also carry into Far West Regionals and Nationals.**
- **A Player Suspension not fulfilled during the current season will carry over to the following season and must be served with the team the player is rostered to.**
- **A Coach or Team Official Suspension not fulfilled during the current season will carry over to the following season and must be served with the team the coach is assigned to in the following season regardless if the coach or team official has changed teams or clubs.**

**9.04 Violation of Rules**

Any violation of the rules herein will be subject to disciplinary action by the League Commissioner, and/or LOC, and/or League D&R Committee.

**9.05 Disciplinary/Fine Schedule**

Prior to the start of the season, the LOC or League Commissioner shall post on the website or distribute a Disciplinary/Fine Schedule or post on the ASA website.

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**SECTION 10. PROTESTS AND APPEALS**

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**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 a minimum of three (3) LOC members (except that no Committee member involved in a hearing may be a member of a club that is party to the protest) unless members are not available to return a decision due to the time allowed to return a protest decision. The League Commissioner may select other participants to form a decision when this occurs. If circumstances prevent other participants from gathering to return a protest decision, the League Commissioner has the full authority to rule on a protest. Protests may also be referred to the Discipline and Appeals Committee under Section 10.4 of the League Rules at the discretion of the League Commissioner or the Director of Leagues.

10.1.1 Red Cards may not be protested.

**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

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<sup>11</sup> Updated 10/2/2019 to be consistent with Red Card Policy.



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 League Rules.

### **10.3 Grievances**

A **grievance** is an allegation of misconduct against a league official, against the league, or against any member or party involved in the league 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 Advanced League Rules.

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

The League Commissioner shall be the chair of the Advanced Leagues 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 LOC 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) Paid the filing fee as established by 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 filing fee, and postmarked within the 72 hour deadline. **ASA reserves the right to charge the losing party of a protest the amount of the filing fee and ASA reserves the right to refund the filing party of that filing fee.**

**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: [advancedleagues@azyouthsoccer.org](mailto:advancedleagues@azyouthsoccer.org)**

**10.6 Appeal of Advanced Leagues' Assessed Fines**

An appeal of League 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 Advanced Leagues' 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 LOC are authorized to settle disputes and handle hearings other than grievance hearings which arise in the course of League Competition. The LOC, 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 APL operations and will impose an appropriate sanction for any violation found.

## **ASA – ARIZONA PREMIER LEAGUE RULES**

### **APPENDIX A**

**Available Slots in Each Gender Age Group For the 2020-2021 Season Year, the following procedures will be used for filling APL Slots in each gender age group:**

#### **Category- NL (Automatic Qualifiers)**

- Teams that have earned 1<sup>st</sup> place in National League in the previously completed season have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31. Teams that qualify for NL in the same seasonal year are not automatically qualified in APL.
- If a team does not claim its slot, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

#### **Category – Desert Conference Premier Division (Automatic Qualifiers)**

- Teams that have earned 1<sup>st</sup> place in Desert Conference (was called DPL 2017-2018) in the previously completed season have until June 10 to complete the team APL application for the following seasonal year, and have the form received by the league by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31. Teams that qualify for Desert Conference in the same seasonal year are not automatically qualified in APL.

- If a team does not claim its slot, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

**Category – AZ State Cup (Automatic Qualifiers) – First Place SC finisher**

- Refer to Player Continuity – Appendix C  
Teams that have earned APL slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31. All teams in this category must show a player continuity of 9 players from the previous state cup championships.
- If a team does not claim its slot or does not adhere to the 9-player continuity rule, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

**Category - APL (Teams maintain their spot) – First Place and Second Place APL finisher and First Place ASL1 finisher**

- Refer to Player Continuity – Appendix C
- Teams that have earned APL slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date or date established on the ASA website. Full payment of the team league fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

**Category – OPEN or NEW (Teams approved by the LOC)**

- These slots are to be filled at the Selection Committee's discretion after a review of all team applications that are received by the league by June 10 with full league fee payment required to be received by the League on or before July 31.

**Category – LATE APPLICANTS (Teams approved by the LOC)**

- The Selection Committee reserves the right to approve late applicants to be considered for APL spots. Late Applicants may be required to pay a late fee of \$100.

**Available Slots in Each Gender Age Group For the 2020-2021 Season Year, the following procedures will be used for filling ASL1 Slots in each gender age group:**

**Category – ASL1 (Automatic Qualifier) - 2<sup>nd</sup> Place Finisher State Cup**

- Refer to Player Continuity – Appendix C

- Teams that have earned an ASL1 Slot in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot or does not adhere to the 9-player continuity rule, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots

**Category – ASL1 (Automatic Qualifiers) - 1st Place and 2<sup>nd</sup> Place Finisher  
President's Cup GOLD Division**

- Refer to Player Continuity – Appendix C
- Teams that have earned an ASL1 Slot in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot or does not adhere to the 9-player continuity rule, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots

**Category – ASL1 (Teams maintain their spot at minimum) – First Place and Second Place ASL1 finisher**

- Refer to Player Continuity – Appendix C
- The League Commissioner may establish a sub-division where Group A and Group B first place winners are both acknowledged equally as a First Place ASL1 Finisher. If there are Co-First Place Finishers due to sub-divisions, there is no Second Place Finisher for the purpose of this Category.
- Teams that have earned ASL1 slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date. Full payment of the team league fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

**Category – ASL1 (Automatic Qualifier) – First Place ASL2 Finisher**

- Refer to Player Continuity – Appendix C
- The League Commissioner may establish a sub-division where Group A and Group B first place winners are both acknowledged equally as a First Place ASL2 Finisher. If there are Co-First Place Finishers due to sub-divisions, there is no Second Place Finisher for the purpose of this Category.
- Teams that have earned ASL slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the league by that date. Full payment of the team league fee for

2020-2021 seasonal year is required to be received by the league on or before July 31.

- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

**Category – OPEN or NEW (Teams approved by the LOC)**

- These slots are to be filled at the LOC's discretion after a review of all team applications that are received by the league by June 10 with full league fee payment required to be received by the league on or before July 31.

**Category – LATE APPLICANTS (Teams approved by the LOC)**

- The LOC reserves the right to approve late applicants to be considered for ASL1 spots. Late Applicants may be required to pay a late fee of \$100.

**Available Slots in Each Gender Age Group For the 2020-2021 Season Year, the following procedures will be used for filling ASL2 Slots in each gender age group:**

**Category – ASL1 (Automatic Qualifier) - 3rd Place Finisher State Cup**

- Refer to Player Continuity – Appendix C
- Teams that have earned an ASL2 Slot in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the ASA by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot or does not adhere to the 9-player continuity rule, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots

**Category – (ASL2 (Automatic Qualifier) - 3rd Place Finisher President's Cup GOLD Division**

- Refer to Player Continuity – Appendix C
- Teams that have earned an ASL2 Slot in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the ASA by that date or date established on the ASA website. Full payment of the team fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot or does not adhere to the 9-player continuity rule, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots

### **Category – ASL2 (Teams maintain their spot at minimum) – 1st Place and 2<sup>nd</sup> Place ASL2 finisher**

- Refer to Player Continuity – Appendix C
- The League Commissioner may establish a sub-division where Group A and Group B first place winners are both acknowledged equally as a First Place ASL Finisher. If there are Co-First Place Finishers due to sub-divisions, there is no Second Place Finisher for the purpose of this Category.
- Teams that have earned ASL2 slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the ASA by that date. Full payment of the team league fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

### **Category – ASL2 (Automatic Qualifier) – First Place ASA Open League Finisher**

- Refer to Player Continuity<sup>12</sup> – Appendix C
- The League Commissioner may establish a sub-division where Group A and Group B first place winners are both acknowledged equally as a First Place ASL2 Finisher. If there are Co-First Place Finishers due to sub-divisions, there is no Second Place Finisher for the purpose of this Category.
- Teams that have earned ASL2 slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the ASA by that date. Full payment of the team league fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team participates in ASA Open League the same season as Advanced Leagues, they will be considered ineligible for this Category and only their finish in Advanced Leagues will be considered.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

### **Category – ASL2 (Automatic Qualifier at minimum play in game) – First Place PCJSL Finisher<sup>13</sup>**

- Refer to Player Continuity – Appendix C
- Teams that have earned ASL2 slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the ASA by that date. Full payment of the team league fee for

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➤ <sup>12</sup> Qualifier comes from the Winter/Spring Season and is contingent upon declaration of an official season or completion of 80% or more league scheduled games. If not met, then the option to take the first place teams still remains at the discretion of the committee.

➤ June 10 of that seasonal year, to complete the team Qualifier comes from the Winter/Spring Season and is contingent upon declaration by June 10 to complete the team application. If not met, then the option to take the first place teams still remains at the discretion of the committee.

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2020-2021 seasonal year is required to be received by the league on or before July 31.

- If a team participates in PCJSL the same season as Advanced Leagues, they will be considered ineligible for this Category and only their finish in Advanced Leagues will be considered.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

### **Category – ASL2 (Automatic Qualifier at minimum play in game) – First Place FBSL Phoenix League Finisher**

- Refer to Player Continuity – Appendix C
- Teams that have earned ASL2 slots in this category have until June 10 to complete the team application for the 2020-2021 seasonal year, and have the form received by the ASA by that date. Full payment of the team league fee for 2020-2021 seasonal year is required to be received by the league on or before July 31.
- If a team participates in FBSL Phoenix League the same season as Advanced Leagues, they will be considered ineligible for this Category and only their finish in Advanced Leagues will be considered.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the Selection Committee's discretion after the June 10 deadline from a pool of teams that wish to fill any Open Slots.

### **Category – OPEN or NEW (Teams approved by the LOC)**

- These slots are to be filled at the LOC's discretion after a review of all team applications that are received by the league by June 10 with full league fee payment required to be received by the league on or before July 31.

### **Category – LATE APPLICANTS (Teams approved by the LOC)**

- The LOC reserves the right to approve late applicants to be considered for ASL spots. Late Applicants may be required to pay a late fee of \$100.

### **State Cup 1<sup>st</sup> Place 2019-2020 – APL Placement for 2020-2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1. 12U SC	1. 13U SC	1. 14U SC	1. 15U SC	1. 16U SC	1. 17U SC

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1. 12U SC	1. 13U SC	1. 14U SC	1. 15U SC	1. 16U SC	1. 17U SC

### **APL Results 2019-2020 – APL Placement for 2020-2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
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1. 12U APL	1. 13U APL	1. 14U APL	1. 15U APL	1. 16U APL	1. 17U APL
2. 12U APL	2. 13U APL	2. 14U APL	2. 15U APL	2. 16U APL	2. 17U APL

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1. 12U APL	1. 13U APL	1. 14U APL	1. 15U APL	1. 16U APL	1. 17U APL
2. 12U APL	2. 13U APL	2. 14U APL	2. 15U APL	2. 16U APL	2. 17U APL

\*APL First Place Finishers will automatically earn a spot in the Desert Conference League for the 2020-2021 season as long as the team meets the required 9 player continuity.

### ASL1 Results 2019-2020 – APL Placement for 2020-2021 season

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1 <sup>st</sup> 12U ASL1	1 <sup>st</sup> 13U ASL1	1 <sup>st</sup> 14U ASL1	1 <sup>st</sup> 15U ASL1	1 <sup>st</sup> 16U ASL1	1 <sup>st</sup> 17U ASL1

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1 <sup>st</sup> 12U ASL1	1 <sup>st</sup> 13U ASL1	1 <sup>st</sup> 14U ASL1	1 <sup>st</sup> 15U ASL1	1 <sup>st</sup> 16U ASL1	1 <sup>st</sup> 17U ASL1

### State Cup 2nd Place 2020 – ASL1 Placement for 2020-2021 season

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
2 <sup>nd</sup> 12U SC	2 <sup>nd</sup> 13U SC	2 <sup>nd</sup> 14U SC	2 <sup>nd</sup> 15U SC	2 <sup>nd</sup> 16U SC	2 <sup>nd</sup> 17U SC

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
2 <sup>nd</sup> 12U SC	2 <sup>nd</sup> 13U SC	2 <sup>nd</sup> 14U SC	2 <sup>nd</sup> 15U SC	2 <sup>nd</sup> 16U SC	2 <sup>nd</sup> 17U SC

### President's Cup 1<sup>st</sup> and 2nd Place 2020 – ASL1 Placement for 2020-2021 season

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1. 12U PC	1. 13U PC	1. 14U PC	1. 15U PC	1. 16U PC	1. 17U PC
2. 12U PC	2. 13U PC	2. 14U PC	2. 15U PC	2. 16U PC	2. 17U PC

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1. 12U PC	1. 13U PC	1. 14U PC	1. 15U PC	1. 16U PC	1. 17U PC
2. 12U PC	2. 13U PC	2. 14U PC	2. 15U PC	2. 16U PC	2. 17U PC

### ASL Div 1 Results 2019-2020 – ASL1 Placement for 2020 – 2021 season

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1st. 12U ASL1 Div 1	1st. 13U ASL1 Div 1	1st. 14U ASL1 Div 1	1st. 15U ASL1 Div 1	1st. 16U ASL1 Div 1	1st. 17U ASL1 Div 1

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2 <sup>nd</sup> . 12U ASL1 Div 1	2 <sup>nd</sup> . 13U ASL1 Div 1	2 <sup>nd</sup> . 14U ASL1 Div 1	2 <sup>nd</sup> . 15U ASL1 Div 1	2 <sup>nd</sup> . 16U ASL1 Div1	2 <sup>nd</sup> . 17U ASL1 Div1
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13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1st. 12U ASL Div 1	1st. 13U ASL Div 1	1st. 14U ASL Div 1	1st. 15U ASL Div 1	1st. 16U ASL Div 1	1st. 17U ASL Div 1
2 <sup>nd</sup> . 12U ASL1 Div 1	2 <sup>nd</sup> . 13U ASL1 Div 1	2 <sup>nd</sup> . 14U ASL1 Div 1	2 <sup>nd</sup> . 15U ASL1 Div 1	2 <sup>nd</sup> . 16U ASL1 Div1	2 <sup>nd</sup> . 17U ASL1 Div1

**ASL Div 2 Results 2019-2020 – ASL1 Placement for 2020 – 2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1st. 12U ASL Div 2	1st. 13U ASL Div 2	1st. 14U ASL Div 2	1st. 15U ASL Div 2	1st. 16U ASL Div 2	1st. 17U ASL Div 2

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1st. 12U ASL Div 2	1st. 13U ASL Div 2	1st. 14U ASL Div 2	1st. 15U ASL Div 2	1st. 16U ASL Div 2	1st. 17U ASL Div 2

**State Cup 3rd Place 2020 – ASL2 Placement for 2020-2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
3 <sup>rd</sup> 12U SC	3 <sup>rd</sup> 13U SC	3 <sup>rd</sup> 14U SC	3 <sup>rd</sup> 15U SC	3 <sup>rd</sup> 16U SC	3 <sup>rd</sup> 17U SC

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
3 <sup>rd</sup> 12U SC	3 <sup>rd</sup> 13U SC	3 <sup>rd</sup> 14U SC	3 <sup>rd</sup> 15U SC	3 <sup>rd</sup> 16U SC	3 <sup>rd</sup> 17U SC

**President's Cup 3<sup>rd</sup> Place 2020 – ASL2 Placement for 2020-2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
3 <sup>rd</sup> 12U PC	3 <sup>rd</sup> 13U PC	3 <sup>rd</sup> 14U PC	3 <sup>rd</sup> 15U PC	3 <sup>rd</sup> 16U PC	3 <sup>rd</sup> 17U PC

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
3 <sup>rd</sup> 12U PC	3 <sup>rd</sup> 13U PC	3 <sup>rd</sup> 14U PC	3 <sup>rd</sup> 15U PC	3 <sup>rd</sup> 16U PC	3 <sup>rd</sup> 17U PC

**ASL Div 2 Results 2019-2020 – ASL2 Placement for 2020 – 2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1st. 12U ASL2	1st. 13U ASL2	1st. 14U ASL2	1st. 15U ASL2	1st. 16U ASL2	1st. 17U ASL2
2 <sup>nd</sup> . 12U ASL2	2 <sup>nd</sup> . 13U ASL2	2 <sup>nd</sup> . 14U ASL2	2 <sup>nd</sup> . 15U ASL2	2 <sup>nd</sup> . 16U ASL2	2 <sup>nd</sup> . 17U ASL2

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1st. 12U ASL2	1st. 13U ASL2	1st. 14U ASL2	1st. 15U ASL2	1st. 16U ASL2	1st. 17U ASL2
2nd. 12U ASL2	2nd. 13U ASL2	2nd. 14U ASL2	2nd. 15U ASL2	2nd. 16U ASL2	2nd. 17U ASL2

**Open League and PCJSL Results 2019-2020 – ASL2 Placement for 2020 – 2021 season**

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1st. 12U POSOL D1	1st. 13U POSOL D1	1st. 14U POSOL D1	1st. 15U POSOL D1	1st. 16U POSOL D1	1st. 17U POSOL D1
1st. 12U PCJSL D1	1st. 13U PCJSL D1	1st. 14U PCJSL D1	1st. 15U PCJSL D1	1st. 16U PCJSL D1	1st. 17U PCJSL D1

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1st. 12U POSOL D1	1st. 13U POSOL D1	1st. 14U POSOL D1	1st. 15U POSOL D1	1st. 16U POSOL D1	1st. 17U POSOL D1
1st. 12U PCJSL D1	1st. 13U PCJSL D1	1st. 14U PCJSL D1	1st. 15U PCJSL D1	1st. 16U PCJSL D1	1st. 17U PCJSL D1

**ASA – ARIZONA PREMIER LEAGUE**

**APPENDIX B**

**State Cup and President’s Cup Eligibility**

**Team Eligibility**

- 1. Arizona State Cup:** Teams that compete in APL will be eligible to apply for State Cup. Only teams that compete in Arizona Premier League or Arizona State League will be eligible to apply for State Cup. **APL teams are not eligible to compete in Presidents Cup.**
- 2. Arizona President’s Cup:** Teams that compete in APL are **NOT** eligible to apply for President’s Cup that same season. Teams that compete in ASL1 and ASL2 will be eligible to apply for President’s Cup.
- 3. Desert Conference (known as Desert Premier League 2017-2018):** Teams that competed in APL will be eligible to apply for Desert Conference with State Approval. Only teams that competed in APL or ASL the prior season that were automatic qualifiers for APL will be eligible to apply for Desert Conference.

~~4. **National League:** Teams that competed in APL will be eligible to apply for NL. Only teams that competed in APL or ASL and DPL will be eligible to apply for National League.<sup>14</sup>~~

## ASA – ARIZONA PREMIER LEAGUE

### APPENDIX C

#### Roster and Player Continuity

##### **Roster Continuity**

All teams that are accepted for play in the Advanced Leagues (APL, ASL1, ASL2) must show player continuity of 11 players for 13U-19/20U teams and 9 players for 12U teams throughout the complete League season. Failure to adhere to the Roster Continuity may result in forfeiture of the match and exclusion from State Cup.

##### **Automatic Qualifiers:**

All teams that are “AUTOMATICALLY” (see Appendix A) accepted for play in the APL must show player continuity from the previous season. At all times during the 2020-2021 seasonal year, an APL team must have on its Arizona Premier League roster, to be eligible to play during the current seasonal year, no less than 9 of the players that were on the **team’s roster** from the prior seasonal year.

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<sup>14</sup> National League format has changed as of April 2020. See our web page under US Youth Leagues.

## ASA – ARIZONA PREMIER LEAGUE

### APPENDIX D

#### Roster Size

Age Group	Min Roster	Max Roster	Max Suited Up Per Match	Min # Players to Start Game	Play
12U - 2009	9	16	16	6	9v9
13U - 2008	11	22	18	7	11v11
14U - 2007	11	22	18	7	11v11
15U - 2006	11	22	18	7	11v11
16U - 2005	11	22	18	7	11v11
17U - 2004	11	22	18	7	11v11
18U - 2003	11	22	18	7	11v11
*19/20U – 2002/2001	11	22	18	7	11v11

\*19/20U: Players born January 1, 2001 and younger are eligible to play in league and are eligible to play in 19U State Cup or President's Cup<sup>15</sup>

**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.
- 12U teams may have no more than 4 players 10U and younger.
- 13U and older teams may have no more than 4 players 12U 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.

## ASA – ARIZONA PREMIER LEAGUE

### APPENDIX E

#### Team Roster Information

##### **Definition of an Advanced League (APL, ASL1, ASL2) Team Roster:**

Advanced Leagues 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 Advanced League seasonal year provided that such changes are filed with the League Registration System (GotSoccer) at the time of such change.

For the 2020-2021 seasonal year, the League requires teams to file an initial team roster by no later than August 19, 2020. Filing is defined as the team providing the League Commissioner with a copy of the team's roster that is approved by the club Registrar by completing the roster on the league software system GotSoccer. **The primary purpose of this early filing is to ensure that teams are in compliance with the Advanced League's "roster continuity rule"**

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<sup>15</sup> ASA has followed US Youth Rule change to allow any 2001 born player to participate in the National Championship Series under the U19 Age group due to prior season COVID impact.

**All teams that are accepted for play in the Advanced Leagues must show player continuity of 11 players for 13U-19/20U teams and 9 players for 12U teams throughout the complete Advanced League season.**

**Revising the Team Roster for Advanced League Divisions:** A team roster may be changed throughout the seasonal year subject to these Rules; there is no freeze date of team rosters prior to games. Teams are permitted to update their team roster throughout the seasonal year. Also, in situations of injuries, teams may desire to drop a player from its team roster and replace the player (as long as the player continuity rule is still met). Teams must follow ASA player drop bylaw and Leagues Roster limitation rule. APL Players that transfer to another APL Club/Team after September 25, 2020 will be ineligible to participate in APL games only for the remainder of that season.

**Club Pass Players:** No more than ~~3~~ 5 Club Pass Players per Advanced League game. Club Pass Players must be added in the system to the game. **Write in Players to the Game Roster are not permitted and may result in forfeiture of the game and applicable penalties.** All roster changes must be done in GotSoccer.

## **ASA – ARIZONA PREMIER LEAGUE**

### **APPENDIX F**

#### **Match Management Procedures**

1 - Referees shall check player, Coach, and Team Official passes and collect the Match Line Up Card (Game Card) from the Home team 30 minutes prior to the scheduled kick off time.

2 – 3 Match balls are provided by the Home Team.

3 -The photography or 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. Form to requested permission is located on the league website. A Media Pass is required for still photography or videotaping of matches. Contact the ASA office to obtain a Media Pass.

4 - Reporting of Scores

Site Coordinators shall report game scores in a manner determined by the League Commissioner. In situations where no site director is available, the home team is required to report the scores in a manner determined by the League Commissioner (See Below). Official Score Cards must be submitted to the ASA office within 48 hours following the completion of each game by the Home Team.

\*The League Commissioner may implement additional Match Management Procedures during the course of the Advanced League seasonal year. These procedures could include that all reporting will be performed by ASA Staff for scores, misconduct, etc.

### **Reporting Scores:**

Unless instructed by the league, ~~it is the Home team responsibility to call the final game score into GotSoccer using the phone number, Event ID and Pin# listed at the top of the game card.~~ **Beginning with the 2018-2019 Season, teams should not report scores into the system and instead must scan and email the completed score card to the ASA Office.** Once completed, scan and email (advancedleagues@azyouthsoccer.org) the completed score card to the ASA office no later than 48 hours after the completed game, or the game may be scored as a forfeit against the home team.

## **ASA – ARIZONA PREMIER LEAGUE RULES**

### **APPENDIX G**

#### **Team Uniform Policy**

#### **Uniforms**

- All Uniforms must be numbered (except goalkeeper jersey)
- The number shall be affixed to the back of the jersey and clearly visible. If tape is used and is unable to remain affixed to the jersey, a referee has the authority to request the player leave the field until the situation is fixed. Duplicate numbers are not allowed.<sup>16</sup>
- Home team always wears white/light color including socks
- **Each team must have two (2) uniform sets (one light color and one dark color) at each match. Matching shorts are not required. Jersey and socks should be the same color (light or dark).**

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<sup>16</sup> Note that US Youth Regional Rules do not allow for taped numbers.



- **If in the opinion of the referee, there is a color conflict, the team causing the conflict must change.** <sup>17</sup>
- If undergarments, undershorts or tights are worn, the color of the sleeves/shorts must be the same main color as the sleeve of the jersey, shirt or shorts
- Tape or any material applied or worn externally on Socks must be the same color as the part of the sock it is applied to or covers
- The league or referee shall have the option to assign jersey colors to teams for matches, should the League Commissioner deem that such procedure is appropriate

\*In the event of color conflict with Referees, the Referees shall change jersey colors.

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<sup>17</sup> Changed 8/5/2019 to match 2020-2021 US Youth Regional Rules.