

ARIZONA OPEN LEAGUE

**OPEN LEAGUE
RULES & REGULATIONS
2019-2020**

V20190123

Arizona Soccer Association
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RULES & REGULATIONS

SECTION 1. INTRODUCTION

NOTICE: the Arizona Soccer Association (ASA), in administering the Open 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 “ Open League” (OL).

1.02 League Status

The OL 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 OL will conduct OL play in the following gender age groups for the 2019-2020 season: Boys and Girls 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U and 19/20U 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. ¹

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 OL.

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 OL matches.
- (b) Creating match schedules
- (c) Serving as the liaison with the OL Referee Assignors and SYRA to ensure that Match Officials are assigned.
- (d) Collecting approved OL team rosters

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

1.07 Playing Seasons

- a) The OL 15U-19U/20U Season will be played between September 14, 2019 and March 31, 2020. Matches can be scheduled on Saturdays.
- b) The OL 11U-14U Season 1 will be played between September 14, 2019 and December 7th, 2019. Matches are scheduled on Saturdays.
- c) The OL 11U-14U Season 2 will be played between January 4, 2020 and March 21, 2020. Matches are scheduled on Saturdays.
- d) **ASA Academy League will be played in the same timeframe as POSOL 11U-14U²**

¹ 2019-2020 ASA Academy League for ages 7U-10U has been added to the Port of Subs Open League for scheduling purposes only.

1.08 Precedence of Games

US Youth Soccer National Championship Series, National League, Desert Premier League (Desert Conference in 2019-2020), Arizona Advanced League competition will have priority over OL matches.

1.09 Contact Information and Communication

All member teams of the OL shall have contact information on file with the OL, 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 OL. It is the responsibility of each team to ensure that accurate contact information is on file with the OL. 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 OL (must have current ASA/US Youth player passes).

2.02 Structure

The ASL will offer competition for Boys and Girls in nine (9) Age Groups, beginning with 11U and concluding with 19/20U. Placement of teams within each gender age is determined by the performance of the teams.

2.03 POSOL Divisions –

- Minimum of 7 teams per age group and gender: 11U – 14U
- Minimum of 6 teams per age group and gender: 15U – 19U/20U

Number of Teams	Number of Games
7 Team Division	6
6 Team Division (15U-19U/20U)	9 or 10

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

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.

2.07 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 OL 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.

2.08 Registration Process

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

2.09 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.

2.11 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 OL. These factors include, but are not limited to: failure to play OL matches as scheduled; failure to comply with OL rules; and/or failure to pay assessed OL fees or fines on time.

2.12 Placement of Teams in Open League:

The League Commissioner and/or League Operation Committee reserves the right to add teams to the Arizona Open League that aren't accepted to the Arizona Advanced Leagues.

2.14 Fees and Other Expenses

Each team participating in the OL 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 OL, 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.

2.15 Acceptance of OL Rules

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

2.16 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)

2.16.2 Each 15U-19/20U team will be provided an additional blackout weekend to be used in March.

2.16.3 Play dates can include Fridays, Saturdays, or Sundays

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.

2.17 Mandatory Play Dates

Mandatory Play Dates cannot be blacked out. These dates must be left open for league games to be scheduled.

2.18 Coaching Conflicts

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

2.18.2 OL 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.

2.19 Return of OL Fees

The OL shall return all fees paid for any team that is not accepted to play in the OL. If a team withdraws from the OL before the OL schedules are published, one-hundred dollars (\$100) will be withheld from the fees paid. If a team withdraws from the OL 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 Five club pass players are permitted per game. 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

Any 11U-19/20U team may use up to five (5) club pass players per game.

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;
- 3.03.03 Specifies the club and team of which the youth player is a registered member (must be the same club in which the player is guest playing as a club pass player).

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 Rule¹

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 OL 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 the team's performance in the ASA leagues and promotion/relegation requirements.

- 4.01.01 Sub Committees may be formed to help place teams in U11 Age groups as they are exempt from Promotion and Relegation from prior seasons.
- 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.

4.02 Promotion and Relegation

- 4.02.01 After each Season, team Promotion and Relegation will take place.
- 4.02.02 Teams that finish in the #1 and #2 positions in Divisions 2 and lower will be "promoted" to the next higher division. There are a limited number of

¹ [https://usys-assets-admin.com/assets/979/15/November%201%20Proposed%20Policy%20Change.pdf](https://usys-assets.admin.com/assets/979/15/November%201%20Proposed%20Policy%20Change.pdf)

situations where promotions are not able to be done, such as teams being relegated to OL from Advanced Leagues. The placement of these relegated teams to OL Divisions 1 have priority over OL Division 2 teams being promoted to Division 1.

4.02.03 Teams that finish in the bottom two positions in Divisions 1 and lower will be “relegated” to the next lower division.

4.04 New Teams

New teams are defined as those teams that did not play in the OL during the immediately preceding season or a returning team that did not meet the 9 player continuity.

4.05 Teams Playing Up

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

SECTION 5. OPERATIONAL PROCEDURES

5.01 Score Cards and Game Day Rosters

5.01.01 The home team is responsible for printing the score card from GotSoccer, bringing it to the match, and presenting it to the referee. Each team is responsible for the most current roster for their team in GotSoccer as well as the integrity of all data elements.

5.01.02 All players participating in the match must be noted on the score card. This includes player names, player ID number, Date of Birth, and jersey number. Players listed on the score card but not participating in the match must be crossed off by the team. Club Pass players must be designated as such and included on the score card identified as “CP”. Hand-written information is acceptable but must be legible.

5.01.03 At the conclusion of the match, both coaches must sign the score card. The home team is then responsible for calling the results in to GotSoccer, including the score, red cards and yellow cards. Basic instructions are included at the top of the score card.

5.01.03.1 It is the Home team’s 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. Scores must be called in within 24 hours after the game is completed. Games without scores shown in GotSoccer will be recorded as a forfeit in favor of the Away team, as it is the Home team’s responsibility to report the score in a timely manner.

5.01.03.2 A coach who refuses to sign the score card, regardless if he/she agrees with the outcome or any portion of the match, will be considered as having been ejected from the match. Suspension rules will apply.

5.01.03.3 Score cards should be kept on file by the home team until the end of May of the seasonal year. If, in the event of a roster discrepancy in the Open/State Championships, the home team must furnish the roster to ASA upon request.

5.02 UNPLAYED MATCHES

5.02.01 If a team fails to play a scheduled game, the team will be fined \$250.00, 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 \$500.00. 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

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

Three (3) points for a forfeit

5.04 Forfeit - Points

Forfeits are scored as 4-0 victories in favor of the non-forfeiting team.

5.05 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. $P/GP = AP$) Adjusted points to be added to existing points (P). Adjusted points do not round up to the next higher integer. The OL 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.

5.06 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.

(e) Fewest disciplinary points (yellows and reds earn caution and ejection points) (f)

Coin toss

5.07 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 among the teams
- (b) Winner of most games.
- (c) Goal Differential (goals scored minus goals against max four (4) per game).
- (d) Fewest goals allowed.
- (e) Drawing of lots.

5.08 Match Line Up

As a best practice each team should complete and provide a Match Line Up on the gotsoccer game card, including club pass players if applicable, to the Referee 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 11U and 12U games). Any team that plays an ineligible player in a match 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 the OL. **Changes to roster must be done before the game card is presented to the referee at check in. Changes can be made in GotSoccer prior to printing the game card. "Write in" players to game cards are allowed but could cause a delay in the game if not complete with First and Last Name, Player ID#, Player DOB, and Player Jersey #.**

***No more than 5 Club Pass Players per OL game. Club Pass Players must be written on the game card and must include First and Last Name, ID #, and DOB**

5.09 Forfeited Matches

A OL 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 OL season and be declined to the OL, 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.

5.10 Uniforms

Teams playing in the OL 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 League Operation Committee. Referees are required to instruct the player 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.

SECTION 6. MATCHES

6.01 Scheduling of OL Games

The League Commissioner will schedule all OL matches. Once the OL publishes the season schedule, match can only be rescheduled following 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 OL, 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 will be scheduled and no more than three matches per Friday/Saturday/Sunday weekend. 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 one or two seasons, each season consisting 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 (must blackout Friday, Saturday, and Sunday) 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 Friday, Saturday, and Sunday 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 the Open League. 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 have match movement completed 7 days prior to the match and must have submitted the rescheduling request form. Both teams must agree to the change and are requested to work together to resolve scheduling issues. Referee assignor must be contacted by the home club 7 days prior to the match.

6.03.06.1.6 Match dates can be changed by completing the proper steps and filling out the match rescheduling request form.

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

OL 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

In the 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, and 19/20U age groups, 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 Half	Length of Break	Ball Size
11U-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

7.04 Field Size

The OL recommended field size is 110 yards by 70 yards for 13U –19U and the OL recommended field size is 75 yards by 50 yards for 11U and 12U.

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 OL 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, a OL game card, and a copy of their official OL roster to every match. No player without a current, valid player pass shall be permitted to participate in any game (unless approved by the League Commissioner). Game cards, player and team official passes must be given to 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 OL.

7.10 Team Rosters

Upon request, copies of official OL match rosters must be provided to the opposing team coach/manager prior to the start of each match.

7.11 Uniform Color Conflict

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

7.12 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, 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.

7.13 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.

7.14 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).

7.15 Heading Education

If a 10-year-old player is playing with a 12U Team please note that players who are 10 and younger should not be heading 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

* Please see appendix Q for Academy Age Match Control

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

8.03 Payment of Match Officials

Referees and Assistant Referees appointed under the provisions of these OL 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 11U and 12U games shall total \$70.00 (\$30, \$20, \$20)

(b) Referee fees for 13U and 14U games shall total \$85.00 (\$35, \$25, \$25)

(c) Referee fees for 15U and 16U games shall total \$95.00 (\$45, \$25, \$25)

(d) Referee fees for 17U, 18U and 19/20U games shall total \$115.00 (\$55, \$30, \$30)

In the event that 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.

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. In the event that 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. 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 11U-16U – Home team will pay an additional \$9.00 per game for the Referee Assignor. The \$9.00 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 OL immediately following the match in accordance with the OL Match Management Procedures. **A match report may be completed on the back of the associated Game Card 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 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 OL 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) OL matches. OL'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 OL match. Players accumulating five (5) yellow cards in a season will be suspended for their next OL match. Players accumulating seven (7) yellow cards in a season will be suspended for their next OL match.

9.03 Disciplinary Actions

Suspension/s for red cards received in Open League games can be served in Open League games or ASA/US YOUTH Sanctioned Tournament games (See NOTE below for exceptions). If Open 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 OL 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 OL.

NOTE:

- **Suspensions will carry into Presidents or State Cup oncenOL 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 2018-2019 season will carry over to the 2019-2020 season and must be served with the team the player is rostered to.**
- **Suspension not fulfilled during the 2018-2019 season will carry over to the 2019-2020 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 OL.

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 POSOL 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 OL Rules.

10.3 Grievances

A **grievance** is an allegation of misconduct against a league official or against the ASL 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 OL Rules.

10.4 Discipline and Appeals Committee

The League Commissioner shall be the chair of the OL 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 OL Assessed Fines

An appeal of OL 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 OL 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 OL 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 OL operations and will impose an appropriate sanction for any violation found.

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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
11U - 2009	9	16	16	6	9v9	2
12U – 2008	9	16	16	6	9v9	2
13U - 2007	11	22	18	7	11v11	2
14U - 2006	11	22	18	7	11v11	2
15U - 2005	11	22	18	7	11v11	1
16U - 2004	11	22	18	7	11v11	1
17U - 2003	11	22	18	7	11v11	1
18U - 2002	11	22	18	7	11v11	1
*19/20U – 2001/2000	11	22	18	7	11v11	1

*19/20U: Players born August 1, 2000 and younger.

Notes to Appendix A.

1. For any OL team, no more than four (4) players born 2010 and later can be rostered or club passed to a team.
2. For any OL team 13U and older, no more than four (4) players born 2008 and later can be rostered or club passed to a team.
3. 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	Ball size
11U	60	70-80	45-55	8	2	3 / 3	14 / 18	6.5/18 .5 or 7 / 21	4

Arizona Open League

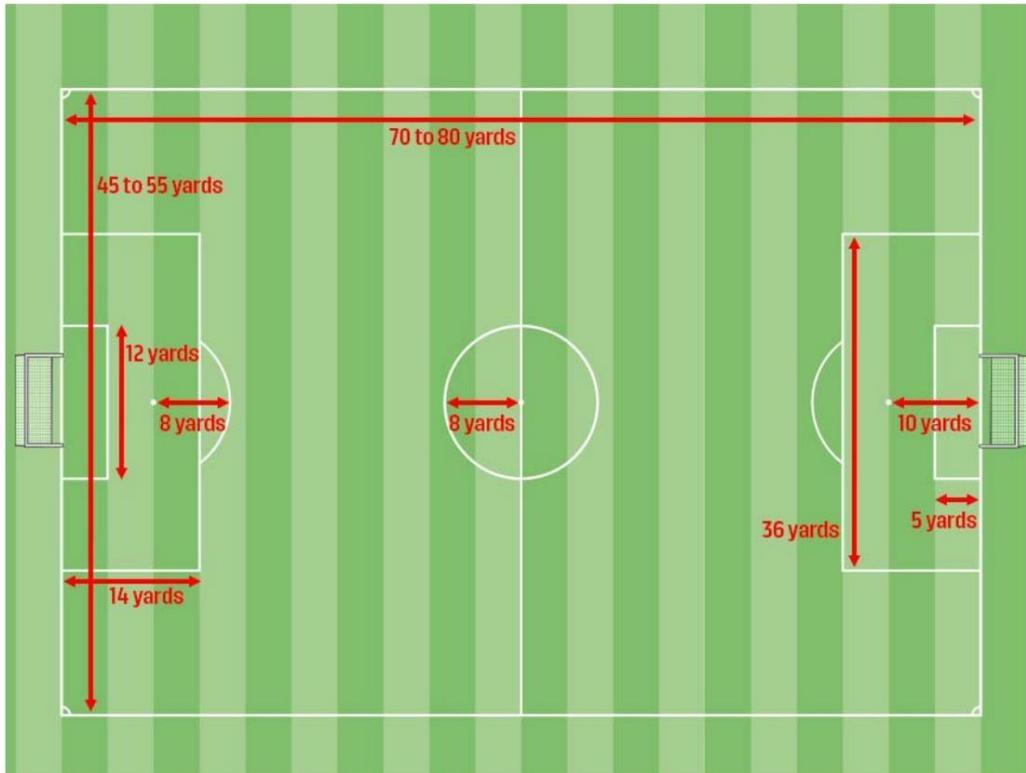
2019-2020

12U	60	70-80	45-55	8	2	3 / 3	14 / 18	6.5/18 .5 or 7 / 21	4
13U	70	110	60-70	10	3	6 / 6	18 / 18	8 / 24	5
14U	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
15U	80	110	70	10	3	6 / 6	18 / 18	8 / 24	5
16U	80	110	70	10	3	6 / 6	18 / 18	8 / 24	5
17U- 19/20 U	90	110	70	10	3	6 / 6	18 / 18	8 / 24	5

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 each goal post 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.

9v9 Fields Dimensions



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APPENDIX C

Cup Eligibility

Cup Eligibility

1. **Arizona Presidents Cup:** Teams that compete in OL will be eligible to apply for Presidents Cup.
2. **Arizona State Cup:** Teams in OL are not eligible to participate in Arizona State Cup.

APPENDIX D

POSOL 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	Total per game (rounded)
11U-12U	\$70	\$8	\$10	\$3	\$8	\$100
13U-14U	\$85	\$8	\$10	\$3	\$8	\$115
14U-16U	\$95	\$10	\$12	\$3	\$8	\$130
17U-19/20U	\$115	\$10	\$12	\$3	\$8	\$150

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

Fear Farm Home Games 11U-16U – Home team will pay an additional \$9.00 per game for the Referee Assignor. The \$9.00 should be given to the Center Referee and he or she will pay the assignor.

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APPENDIX E

Team Roster Information

Definition of a OL Team Roster: OL 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 POSOL seasonal year provided that such changes are filed with the POSOL at the time of such change and approved with a revised stamped roster from ASA.

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

Club Pass Players: No more than 5 Club Pass Players per OL game. Club Pass Players must be written on the game card, should indicate "CP", and must include First and Last Name, ID #, and DOB. See Club pass policy for guidelines.

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APPENDIX F

Match Management Procedures

1- Referees shall check player passes and collect the Game Cards from the teams 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.

4-Reporting of Scores

The home team is required to report the scores in a manner determined by the League Commissioner (See Below). Official Score Cards must be kept for the duration of the season (through May 31, 2020).

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

Reporting Scores:

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.

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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 OPEN 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 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 OPEN 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: In the 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, and 19/20U age groups, 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. See the Assistant Referee section below for the requirement of having two Assistant Referees in addition to the Center Referee.
- 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 Ensure that each player participating is properly noted on the score card, including player names, ID number, and jersey number. 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 on the score card and the home team will call the game into GotSoccer as a 4-0 score.
 - 6.6.3.4 If a roster/score card is not available, the offending team will provide the referee a written list of the player's names, complete with ID number and jersey number.
 - 6.6.3.5 The fact that there is missing information is not a valid reason to not play the game or to protest the game.
 - 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.

6.7.2 Return the rosters/scorecards and player passes to the appropriate team representatives.

7. **ASSISTANT REFEREES**

- 7.1 Two Assistant Referees, properly licensed, acting as linesman, shall assist the Referee. The Assistant Referees shall be properly assigned and paid by the Home Club.
- 7.2 In the event an Assistant Referee(s) does not show up for the match, upon agreement by both coaches:
 - 7.2.1 An effort will be made to find a certified referee to act as Assistant Referee from either the Home or Away team or both if two are needed.
 - 7.2.2 In the event a certified referee cannot be located, Assistant Referee(s) may be appointed on-site for purpose of playing the match.
 - 7.2.2.1 If both coaches cannot agree on Assistant Referee(s) for the purpose of playing the match, then the match must be rescheduled and completed prior to the scheduled end of the current season.
- 7.3 It is the Home Club responsibility to ensure that each match have three certified referees, one Referee and two Assistant Referees. 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 The game shall be divided into two equal halves. 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 ten yards from the center mark while kick-off is in progress for 13U-20U, and 8 yards for 11U-12U
- 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. The results of the game will be recorded as a 4-0 win for the team with 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.
- 10.4 If there are American football-style goal posts that are not part of the actual goal, or anything in addition to the two goal posts and a crossbar, the ball is out of play if it hits these items, even if the ball stays on the field.

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.).

12. **OFFSIDE**

- 12.1 Offside shall be called.

13. **FOULS AND MISCONDUCT**

- 13.1 All fouls will conform to FIFA rules.

14. **FREE KICKS**

- 14.1 Penalty kicks shall conform to FIFA rules

- 14.2 The kicking team may request, at its discretion, that opponents be ten yards away from the ball before the kick is taken.

- 15. **PENALTY KICKS**
 - 15.1 Penalty kicks shall conform to FIFA rules.

- 16. **THROW-INS**
 - 16.1 Throw-ins shall conform to FIFA rules.

- 17. **GOAL KICKS**
 - 17.1 Goal kicks shall conform to FIFA rules.

- 18. **CORNER KICKS**
 - 18.1 Opponents must be ten yards away from the ball.

ASA – ARIZONA OPEN LEAGUE RULES

APPENDIX J

Unplayed Matches/Missing Game Process

The purpose of this information is to help teams and clubs understand what ASA leagues administrators do when league games are not played due to field condition, weather, and other instances out of control of league teams and for whatever reason

cannot be made up before the end of the season. This is not a remedy for forfeit. Forfeit games are scored according to the rules of the league. This process is used when games simply are not played as described in this paragraph.

It is preferred that all league games get played. The teams have more control over games being played as scheduled and according to league rules than the league does. This process for missing games is used only when games are not played.

For missing games, a simple formula is applied to potentially add standings points for such unplayable games. The formula adds standings points based on the average rate at which a team has earned standings points for games which were played and have recorded scores for the season. Here is a very simple example:

1. At the end of the current season, Team A has played five games and has ten standings points.
2. Team A did not play one scheduled game near the end of the season and there was no way for the game to be made up.
3. Since Team A earns an average of two standings points per game played (ten standings points divided by five games played), in place of the sixth game (the missing game) the formula adds two points to the total standings points for Team A resulting in twelve standings points to be used in team placement in the final division standings.

The formula approach is very simple and is used when one or two game results for a season are missing. With more than two game results missing, the fairness of the formula diminishes and is used only with the approval of the league management. It is always preferred that games get played. If that is not possible, the information above is used to create standings.

ASA- Open League Rules APPENDIX Q

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.

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2

Law 2 – The Ball

Size three (3).

Optional: use a lightweight¹

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 injury¹ 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.

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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

Arizona Open League

2019-2020

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-in²

; 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.

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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.

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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 lightweight²

Arizona Open League

2019-2020

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.

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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. Shin guards 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.

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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 line³

. 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.

3 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.

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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.