



2023-2024 Rules and Regulations

Presented by MaxInMotion

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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 “MaxInMotion Open League” (MaxInMotion OL).

1.02 League Status

The OL has been created and established by the Arizona Soccer Association. The league is operated by an ASA Competitions Manager (The League Commissioner). Club membership within the 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 2023-2024 season: Boys and Girls 11U, 12U, 13U, 14U, 15U, 16U, 17U, and 19U 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.

1.05 Matters Not Provided For

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

1.06 Age Group Management

- a) Each age group will be managed and supervised by the League Commissioner who will be responsible for, but not limited to, the following:
- b) Approving fields/venues provided by each club for the purpose of OL matches.
- c) Creating match schedules.
- d) Serving as the liaison with the OL Referee Assignors and ASYRA to ensure that Match Officials are assigned.
- e) Collecting approved OL team rosters.
- f) Ensuring communication of age group news and information is shared with teams.

1.07 Playing Seasons

- 11U – 14U
 - o Season 1: September – December
 - o Season 2: January - April
- 15U – 19U:
 - o Season: September – November
 - o *Make up games in spring after high school season

1.08 Precedence of Games

US Youth Soccer, National League, Desert Conference, Olympic Development Program (ODP) Far West Championship, and ASA Arizona Advanced League competitions will have priority over OL matches. OL games have precedence over non sanctioned ASA tournaments and competitions.

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
- b) The Team Head 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. GotSport is the software platform that must contain this information identically.

SECTION 2. TEAM APPLICATION AND ADMISSION

2.01 Team Eligibility

Any team affiliated with an ASA member club may apply to participate in OL (must have current ASA/US Youth Soccer player passes).

2.02 Structure

The OL will offer competition for Boys and Girls in Age Groups, beginning with 11U and concluding with 19U.

2.03 OL Divisions

- Minimum of 4 teams per age group and gender: 11U – 14U
- Minimum of 5 teams per age group and gender: 15U – 19U

2.04 Good Standing

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

2.05 Registration Deadline

Registration Deadline is established by the League Commissioner and is published on the ASA Website. 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.

2.06 Registration Process

Team Registration to participate in the OL must be completed online in GotSport by registering for the event.

2.07 Acceptance of Teams

The League Commissioner and/or LOC will determine which league-registered teams will be accepted.

2.08 Refusal to Admit Teams

The League Commissioner and/or LOC after consultation with ASA shall have the final authority and right to refuse admittance of any team based on 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.

2.09 Placement of Teams in Open League

The League Commissioner and/or LOC reserves the right to add teams to the Arizona Open League not accepted into the Arizona Advanced Leagues.

2.10 Fees and Other Expenses

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

2.11 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 the fine by established deadlines may result in denial of registration for ASA Presidents Cup or ASA leagues, competitions, or events.

2.12 Blackout Dates

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

2.12.1 Each 11U-14U team will be afforded two (2) blackout dates in the Fall season 1, and one (1) in the Spring Season 2.

2.12.2 Each 15U-19U team will be provided two (2) total blackout dates.

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

2.13 Coaching Conflicts

2.13.1 OL guarantees avoidance of two (2) head coach game conflicts per week in both Open and/or Advanced Leagues. ASA does not guarantee avoidance of conflicts for more than two (2) teams.

2.13.2 A head coach must be designated for each team at the time of initial team registration,

coaches MUST use the same coach account for both teams, failure to do so can result in the scheduling system not recognizing conflicts. OL will consider two teams under the direction of one coach during the scheduling process, i.e. ASA will try to avoid scheduling matches at the same time involving those two (2) teams.

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

2.13.4 Schedules will not be changed once posted should a coaching change occur on a team.

2.14 Return of OL Fees

2.14.1 The OL shall refund all fees paid for any team that is not accepted to play in the OL.

2.14.2 If a team withdraws before registration closes, all fees will be refunded, and no fines will be collected.

2.14.3 If a team withdraws after registration closes and before the OL schedules are published, one-hundred dollars (\$100) will be withheld from the refund.

2.14.4 If a team withdraws after the publication of the league schedule, the entire entry fee will be forfeited, and additional fines or other penalties may be assessed.

SECTION 3. TEAM ROSTERS

3.01 Team Rosters

3.01.1 For each specific age group, players must be born during the calendar year as shown and footnoted in Appendix A.

3.01.2 Maximum roster size shall be limited by age group as shown on the ASA Competitions Roster Size Guidelines.

3.01.3 Five (5) club pass players are permitted per game. Loan players from outside your club are NOT permitted.

3.01.4 No player may play more than the equivalent of two total game minutes in one day in any ASA sanctioned league or event. The length of the games is shown in Appendix A.

3.01.5 Each player must be printed on the game card; **no write-in players will be allowed.** Handwritten-in players are ineligible.

3.02 Club Pass Players

3.02.1 If the away team uses club pass players, please ensure to bring two game cards (one for the visitors and one for the officials) that accurately represent the team.

3.02.2 Five (5) Club Pass Players are allowed per game.

Club Pass Definition

3.02.3 Issued to a registered youth player by a club in compliance with the rules of ASA of which the club is a member.

3.02.4 Specifies the club and team of which the youth player is a registered member (must be the same club in which the Club Pass player is playing as a club pass player).

3.02.5 Any player primarily rostered with an Open League team, can be club passed to any other Open League team, regardless of the division of either team. Players primarily rostered to Advanced Leagues teams are ineligible to club pass to Open League teams.

3.03 Member Club Transfer

The process by which a player changes ASA member club affiliation, moving from one member club to

another.

3.04 Player Transfer – November 1 Rule

Players who transfer from one club to another club after November 1st will be ineligible for participation in both Arizona Presidents Cup including US Youth Soccer 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 member club affiliation, moving from one member club and reregistering to a team within a different member club within the same seasonal year.

3.05 Member Passes

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

3.05.2 Coach pass requirement: Current Coach and Team Official passes must be presented and displayed to referees. If their pass is not presented the Coach or Team Official is not permitted to coach from the coach/player sideline or technical area. Failure to present a Coach or Team Official pass may result in a forfeit game.

SECTION 4. FORMATION OF DIVISIONS

4.01 Placement of Teams

The League Operation Committee (LOC) is responsible for the placement of teams based the team's performance in the ASA leagues and promotion/relegation requirements.

4.01.1 Sub Committees may be formed to help place teams in 11U Age groups as they are exempt from Promotion and Relegation from prior seasons.

4.01.2 Placement of teams that have requested a division preference may require division revisions based on the number of returning teams, number of applications requesting a specific division, etc.

4.02 Promotion and Relegation

4.02.1 After each Season, team Promotion and Relegation will take place.

4.02.2 The team that finishes in the #1 position in Division 1 will be promoted to Arizona State League 2 (ASL2).

4.02.3 The team that finishes in the #2 position in Division 1 will qualify for Arizona State League 2 play-in games.

4.02.4 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 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.

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

4.03 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 does not meet the 9-player continuity.

4.04 Teams Playing Up

Teams may request to play up an age group.

SECTION 5. OPERATIONAL PROCEDURES

5.01 Game Cards and Game Day Rosters

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

5.01.2 All players participating in the match must be printed on the game card. This includes player names, player ID numbers, date of birth, and jersey numbers. Players listed on the game 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 game card identified as "CP".

5.01.3 At the conclusion of the match, both coaches must sign the game card. It is recommended that the away team take a photo of the game card. The home team is then responsible for entering the results into GotSport, but either team may enter in the score. Basic instructions are included at the top of the game card.

5.01.3.1 It is the Home team's responsibility to enter the final game score into GotSport using the Event ID and Pin# listed at the top of the game card. Scores must be submitted within 72 hours after the game is completed.

5.01.3.2 Game 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/Presidents Cup, the home team must furnish the roster to ASA upon request.

5.02 Unplayed Matches

5.02.1 If a team fails to play a scheduled game, the team will be fined \$250, to be paid before their next game. Additionally, the coach may be required to attend a league D & R hearing.

5.02.2 If a team fails to play a second scheduled game, the team will be fined \$500. 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.

5.02.3 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
- Zero (0) points for a loss
- Three (3) points for a forfeit

5.04 Forfeit - Points

Forfeits are scored as 3-0 victories in favor of the non-forfeiting team.

5.05 Uneven Number of Games

5.05.1 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. forfeit, failure to reschedule, 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 average points per game (AP) (i.e. $P/GP = AP$).

5.05.2 Adjusted points to be added to existing points (P). Adjusted points will round up or down to the nearest integer.

5.05.3 The LOC 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 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 points earned, the final rankings will be determined in accordance with the following sequential criteria:

- a) Winner of Most Games
- b) Goal Differential (goals scored minus goals against; max four (4) goals per game)
 - IF two teams will have the same high differential and one will be lower, eliminate the one with the lowest differential.
 - IF two teams have the same low differential and one will be higher, advance the team with the highest differential.
 - IF each of the three teams will have a different differential, eliminate the team with the lowest differential since that is the team that would go away in the normal policy of eliminating a team
- c) Least Goals allowed in all games
- d) Coin toss per FIFA regulation: Drawing of lots (if three teams are still tied). Kicks from the spot per FIFA law (if two teams still tied). These will be scheduled by the league coordinator and teams will be notified as soon as time and location are set.
 - The first team drawn will receive the bye

- The next team drawn will be the home team against the remaining team in the first contest of penalty kicks.
- The winner of the first contest will then compete against the bye team in penalty kicks to determine the round robin winner. The bye team will be the home team.

5.08 Match Line Up

Each team must complete and provide a Match Line Up on the GotSport 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). A team that plays an ineligible player shall forfeit any match in which an ineligible player played. The team may also be subject to disciplinary action including but not limited to suspension or expulsion of the team and team officials from the MaxInMotion OL. Changes to the roster must be done before the game card is presented to the referee at check in. Changes can be made in GotSport prior to printing the game card; write in players on game cards are not allowed.

*Club Pass Players must be printed on the game card and must include First and Last Name, ID #, and DOB

5.09 Forfeited Matches

A MaxInMotion OL team that forfeits a game by failing to appear within 10 minutes of the posted start time, shall be subject to a minimum fine of \$250 assessed against its club and collected before any team from that club can be admitted to a subsequent MaxInMotion OL season and be declined to the MaxInMotion 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 MaxInMotion 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
- c) Association sponsor
- d) Their individual club and/or team logo and team sponsor logo
- e) Manufacturer of uniform logo
- f) Number of player (Player Names Are Not Permitted on Jerseys)
- g) 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 MaxInMotion OL Games

The League Commissioner will schedule all MaxInMotion OL matches. Once the MaxInMotion 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. If matches are postponed by the MaxInMotion 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 weekend. Every effort will be made to provide for a minimum of one game time's rest between matches. If specific fields are unplayable due to weather conditions, the home team may decide 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 and location of field. It is the 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

6.03.1 The league will host one or two seasons, each season consisting of at least six games unless indicated by the league. The number of seasons by age group is shown in Appendix A.

6.03.2 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.

6.04 Games and Fields

6.04.1 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.

6.04.2 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 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.

6.04.3 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 host club.

6.05 Rescheduling Games

6.05.1 Once the schedule has been published, the dates of games may not be changed without fees except for the following reasons:

- a) The field is closed by the city or other governing entity.
- b) Inclement weather causing the field to be closed.
- c) Scheduling errors made by ASA.
- d) ASA deems it in the best interest of Arizona soccer.

6.05.2 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 and submit the \$250 payment. **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.

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

6.06 Inclement Weather

- 6.06.1** 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.
- 6.06.2** 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.
- 6.06.3** The Referee may postpone the game for inclement weather or unplayable field conditions.
- 6.06.4** 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.

6.07 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

7.01 Applicable Rules and Laws of the Game

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

7.02 Substitutions

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

7.03 Match Length and Ball Size

- **See Arizona Soccer Association Gameday Standards**

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 MaxInMotion OL staff, etc.

7.04 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 the scheduled match time. For unforeseen circumstances (traffic accidents), the League commissioner has the authority to delay the match time.

7.05 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.

7.06 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 MaxInMotion OL game card, and a copy of their official MaxInMotion OL roster to every match. No player without a current and 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.

7.07 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 and review from the disciplinary review board.

7.08 Team Rosters

The official MaxInMotion OL match rosters must be provided to the referee prior to the start of each match.

7.09 Uniform Color Conflict

Uniforms for MaxInMotion OL matches must conform to the Team Uniform Policy outlined in Appendix D of these rules.

7.10 Team Bench Area and Technical Area

No more than four (4) team officials (being only team coaches, team administrators, and team medical staff) shall be permitted at the team bench area during a match. A suspended team official is not permitted at the Team Bench Area. The Team Bench Area must always 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.

7.11 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.

7.12 Coaching from Sidelines

Limited coaching is permitted only from one touchline from the team's respective technical area (if marked) or from the centerline 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 centerline. Team bench persons may not enter the field without permission from the referee. Only the Head Coach can address the Match Referees.

7.13 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

8.01 Diagonal System of Control for Officiating

Matches must be officiated using the 3-person FIFA/USSF Referee System. If 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 an 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 only 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

- 8.02.1** Match officials will be assigned under the authority of a current certified Assignor working for the home team's club.
- 8.02.2** All Certified Referee Assignors must be in written agreement with League Policies.
- 8.02.3** Referee Assignor must use software system (ex. GotSport) as directed by management of the league.
- 8.02.4** Referee Assignor must agree to acknowledgments of rules, policies, and procedures by the management of the league.
- 8.02.5** 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 MaxInMotion OL Rules shall be paid 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):

Age Group	AR1	AR2	Center	Total
11U-12U	\$20	\$20	\$35	\$75
13U-14U	\$25	\$25	\$40	\$90
15U-16U	\$30	\$30	\$50	\$110
17U-19U	\$35	\$35	\$60	\$130

8.03.1 Payment of the officials must be made in the specific amounts to each referee. For example, in a 19U game, the home team must bring the payment of \$130 dollars broken down specifically into \$35-\$35-\$60 so each referee can be paid correctly.

8.03.2 If your club pays referees in any other form other than cash, please ensure that communication is sent more than 48 hours in advance to the referee assignor and referees to confirm the payment process.

8.03.3 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.

8.03.4 If fields are closed and/or games are cancelled and the Referees are not given reasonable notice (48 hours) prior to the scheduled start of a game, 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. If notification to the Referees is made prior to 48 hours from scheduled start time, the referees should not be paid.

8.04 Payment of Referee Assignors

Referees Assignors appointed under the provisions of these MaxInMotion OL Rules shall be paid by the host club. Each Assignor will be paid \$9 per game and payment will be organized between the club and Referee Assignor.

8.05 Termination of Games

Each coach is responsible for the behavior of his or her players and sidelines, including control of parents, fans, and spectators. If 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 10.03. All such suspensions shall remain in effect unless and until modified or reversed following a hearing or an appeal.

8.06 Filing of Referee Match Report

The Referee shall file a Match Report with the MaxInMotion OL immediately following the match in accordance with the MaxInMotion 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, 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 MaxInMotion 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) MaxInMotion OL matches. MaxInMotion 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 10.02 or 10.03. All such discipline shall remain in effect unless and until modified or reversed following a hearing or an appeal.

Disciplinary Actions

Suspension/s for red cards received in MaxInMotion Open League games can be served in MaxInMotion Open League games with their primary rostered team (See NOTE below for exceptions). If MaxInMotion Open League is finished (and no sanctioned tournament options are available), the suspension will be served in Presidents 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 MaxInMotion 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 regarding any matters arising from participation in the MaxInMotion OL.

NOTE:

- Suspensions will carry into Presidents once MaxInMotion OL games have been exhausted. The suspension is carried over to the Presidents Cup 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 President's Cup.
- Suspensions can also carry into Regionals and Nationals.
- Player suspension not fulfilled during the 2022-2023 season will carry over to the 2023-2024 season and must be served with the team the player is rostered to.
- Coach suspension not fulfilled during the 2022-2023 season will carry over to the 2023-2024 season and must be served with the team the coach is assigned to.

9.03 Violation of Rules

Any violation of the rules herein will be subject to disciplinary action by the MaxInMotion OL LOC.

9.04 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

10.01 Protest

Protests must be submitted within 24 hours of the match's conclusion in accordance with section 10.05. A protest is a formal written objection to 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, and 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 a party to the protest. Protests may also be referred to the Discipline and

Appeals Committee under Section 10.04 of the MaxInMotion OL Rules at the discretion of the League Commissioner or the Director of Leagues.

10.02 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 a 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 MaxInMotion OL Rules.

10.03 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 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 MaxInMotion OL Rules.

10.04 Discipline and Appeals Committee

The League Commissioner shall be the chair of the MaxInMotion 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 sufficient representation from the LOC is not available to reasonably review a case, the League Commissioner has the authority to appoint another qualified individual.

10.05 Filing Procedures

A protest, request for a grievance hearing, or appeal must be in writing and filed via form on GotSport within twenty-four (24) hours of a completed game or twenty-four (24) hours of receipt of the decision or adverse action being protested, for which a hearing is sought, or being appealed. The following process must be followed:

- a) A written notification that a protest will be filed within 2 hours of the match's completion or decision notification to OpenLeague@azyouthsoccer.org.
- b) The MaxInMotion Open League Form via GotSport completed within 24 hours of the match's completion.
- c) A fee of \$250 submitted along with the protest form.
- d) Copies of all relevant documents.

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 two (2) hours of the completion of the game. League Commissioner: Openleague@azyouthsoccer.org

10.06 Appeal of MaxInMotion OL Assessed Fines

An appeal of MaxInMotion 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 10.04. The MaxInMotion OL Discipline and Appeals Committee will hear such fines as established by the League Commissioner and Director of Leagues.

10.07 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.

10.08 Disputes and Discipline

The League Operation Committee is authorized to settle disputes and handle hearings other than grievance hearings which arise during MaxInMotion 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 MaxInMotion OL operations and will impose an appropriate sanction for any violation found.

APPENDIX A: Age Group Field and Equipment Information

Group	Game Length	Field Length	Field Width	Center Circle	Corner Arc	Goal Area	Penalty Area	Goal (feet)	Ball Size
11U	60	70-80	45-55	8	2	4 / 4	14 / 14	6.5x18.5	4
								or	
								7x21	
12U	60	70-80	45-55	8	2	4 / 4	14 / 14	6.5x18.5	4
								or	
								7x21	
13U	70	110	60-70	10	3	6 / 6	18 / 18	8x24	5
14U	70	110	70	10	3	6 / 6	18 / 18	8x24	5
15U	80	110	70	10	3	6 / 6	18 / 18	8x24	5
16U	80	110	70	10	3	6 / 6	18 / 18	8x24	5
17U-	90	110	70	10	3	6 / 6	18 / 18	8x24	5
19U									

Notes to Appendix A.

- a) Game length is the length of a game in minutes.
- b) Field length is the length of the game field in yards.
- c) Field width is the width of the game field in yards.
- d) Center circle is the radius of the game field center circle in yards.
- e) Corner arc is the radius of the game corner arc in feet.
- f) 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.
- g) 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.
- h) Goals first number is the height of the goal in feet and the second number is the width of the goal in feet.

APPENDIX B: Team Roster Information

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

Revising the Team Roster: An MaxInMotion OL team roster may be changed throughout the MaxInMotion OL seasonal year subject to these MaxInMotion OL Rules; there is no freeze date of MaxInMotion 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 (if the player continuity rule is still met). Must follow ASA player drop bylaw and

MaxInMotion OL's Roster limitation rule.

Club Pass Players: Club Pass Players must be printed on the game card.

APPENDIX C: Match Management Procedures

- **Game Cards:** Referees shall check player passes and collect the Game Cards from the teams prior to the scheduled kick off time.
- **Match Balls:** Match balls are provided by the Home Team.
- **Reporting of Scores:** The home team is required to report the scores in a manner determined by the League Commissioner. Official game cards must be kept for the duration of the season (through May 31, 2024).

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

APPENDIX D

Team Uniform Policy

Uniforms

- All Uniforms must be numbered (except goalkeeper jersey).
- The number shall be permanently affixed to the back of the jersey and clearly visible. Tape should not be used, and the number must remain affixed to the jersey, a referee has the authority to request the player leave the field until the situation is fixed. Duplicate player numbers are not allowed.
- The home team always wears light colors.
- Each team must have two (2) uniform sets (one light color and one dark color) for each match.
- If in the opinion of the referee, there is a color conflict, the **Home** team must change.
- 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.