



2026-2027 Rules and Regulations

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RULES & REGULATIONS

SECTION 1. INTRODUCTION

1.01 Name of the League

The name of the League shall be the “Global Credit Union Arizona Advanced Leagues” (Global Credit Union AL).

1.02 Mission

To provide the highest standard of competitive play for youth teams in Arizona and assure the continued growth and development of players at all skill levels. Qualify teams to the ASA State Cup, ASA Presidents Cup, US Youth Soccer National Championships and National 1 League.

1.03 League Status

The Arizona Advanced Leagues have been created and established by the Arizona Soccer Association (ASA). The “Arizona Advanced League” has three (3) Divisions: “Premier League” (APL), “State League 1 (ASL1), and State League 2” (ASL2) divisions. The league is operated by the League Commissioner. Club membership within the ASA is a requirement for participation in the league.

1.04 Rules, Policies, and Procedures

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

1.05 Team Gender Age Groups

The League Commissioner and/or ASA Staff, subject to the ASA Board of Directors, shall determine the gender age groups of competition for each seasonal year. The Advanced Leagues will conduct play in the following gender age groups for the 2026-2027 season: Boys and Girls U11, U12, U13, U14, U15, U16, U17, and U19 age groups.

1.06 Matters Not Provided For

The League Commissioner and/or ASA Staff has final authority in all matters not specifically provided for by the rules or policies of the Advanced Leagues.

1.10 Precedence of Games

National 1 League will have priority over Advanced Leagues matches.

1.11 Contact Information and Communication

All member teams of the Advanced Leagues shall have contact information on file with the league, including, but not limited to (a) the Team Manager’s Name, Address, Phone Numbers, and valid e-mail address and (b) the Team Coach’s Name, Address, Phone Numbers, and valid e-mail address. Email will be the primary means of communication within the Advanced Leagues. It is the responsibility of each team to ensure that accurate contact information is on file with the Advanced Leagues. *For the 2026-2027 League season, this information must be accurate in GotSport.*

SECTION 2. TEAM APPLICATION AND ADMISSION

2.01 Team Eligibility

Any team affiliated with an ASA member club or league may apply to participate in the Arizona Advanced Leagues. All teams and players must be properly registered with the ASA in the GotSport registration system.

2.02 Structure

The Advanced Leagues will offer competition for Boys and Girls in U11 to U19 Age Groups. The APL will be composed of teams that have qualified to participate at the highest level of competition and the ASL will be composed of teams that have qualified to participate at the next highest levels of competition.

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 member Club, ASA, and US Youth Soccer at the point of acceptance for the league as well as until the conclusion of the league season.

2.07 Application Deadlines

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

2.08 Application Process

Team Applications to participate in the Advanced Leagues must be completed online on GotSport as instructed by ASA and the League.

2.08.2 Applicants should retain their proof of application.

2.08.3 Applicants may request a preferred division, but placement is not guaranteed.

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

2.09 Acceptance of Teams

The League Commissioner and ASA Staff will determine which team applications from those applied will be accepted into the Advanced Leagues. The League Commissioner and ASA Staff will make the acceptance decision for entry into the league based on the Advanced Leagues Placement Protocol, in addition to the availability of positions, automatic qualifiers, configuration of each division, and using the guidelines below but not limited to:

Acceptance Process

- Results from prior ASA Advanced Leagues season
- Results from prior ASA Open League season
- Results from prior ASA State Cup, USYS Regional Championships and USYS National Championships

- Head-to-Head competition and common opponents including results from tournaments

2.09.1 Play-In games will be used if necessary. Scheduling of the Play-In Games will be done by ASA or the League Commissioner upon completion of registration of teams in the Advanced Leagues.

2.10 Roster Continuity

All teams that are accepted to play in the Advanced Leagues must show player continuity of at least 50% throughout the complete Advanced Leagues season from what was indicated in the application process. Violation of the policy may result in dismissal from the league and/or fines or exclusion/demotion the following season.

2.11 Refusal to Admit Teams

ASA Staff shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the Advanced Leagues or other ASA Sanctioned Leagues. These factors include but are not limited to: failure to perform at a high level, forfeiture or failure to play past League or Cup matches as scheduled; failure to comply with Advanced Leagues' rules; new club policy; prior misconduct and or poor behavior of coaches, team, and spectators, false information on the application, and/or failure to pay assessed ASA fees or fines on time.

2.12 Placement of Teams in Leagues

The League Commissioner and/or ASA Staff reserves the right to recommend, add and place teams in the Arizona State League, Arizona Open League, or other ASA-managed leagues that are not accepted to the Arizona Premier League or Arizona State League.

2.13 Registration Deadline

Registration for participation in the Advanced Leagues must be received online by ASA on GotSport by the deadline established by ASA. Teams that do not register by the deadline may be subject to losing their placement in APL, ASL1, or ASL2 and/or assessed a late fee. GotSport will be used for league registration and scheduling.

2.14 Advanced Leagues Team Transfers/Relocation

An Advanced Leagues team that transfers or relocates to a new club (after the Advanced Leagues placements are announced and posted to the ASA website; or after the season has begun) will not automatically carry the Advanced Leagues team slot to the new club without approval from the League Commissioner and/or ASA Staff. The original team and or the transferring/relocating team must maintain 50% players common from the previous season's roster to maintain the Advanced Leagues slot. Otherwise, the following may occur:

- Allow the team with the highest number of common players from the previous season to maintain the team's slot
- Revoke the team's slot and award it to the next eligible/qualified team
- Revoke the team's slot without supplying a replacement team

2.15 Fees and Other Expenses

Each team participating in the Advanced Leagues must pay the team entry and other fees by the established deadline(s). Each team shall be responsible for all costs incurred in connection with its participation in the Advanced Leagues.

2.16 Acceptance of Advanced Leagues Rules

Any team applying to play in the Advanced Leagues agrees to accept, abide by, and comply with all rules, policies, and decisions by the League and further agrees to pay all fees and fines due to the ASA for participation in the Advanced Leagues.

2.17 Mandatory Play Dates

The following are the play dates for the 2026-27 Advanced Leagues:

- September 18th, 19th, 20th (U11-U19)
- September 25th, 26th, 27th (U11-U19)
- October 2nd, 3rd, 4th (U11-U19)
- October 16th, 17th, 18th (U11-U19)
- October 23rd, 24th, 25th (U11-U19)
- December 4th, 5th, 6th (U11-U14)
- January 29th, 30th, 31st (U11-U14)
- February 26th, 27th, 28th (U11-U14, U15-U19 Make up in case of weather)
- Please note – Teams can be scheduled on any of these possible dates (except for your chosen blackout weekend)

Optional Play Date:

- Wednesdays September 16, 23, 30 and October 14, 21, & 28

2.19 Coaching Conflicts

A head coach must be designated for each team at the time of the initial league application registration. Assistant coaches are limited to three (3) per team. The ASA will consider a maximum of two (2) teams under the direction of one (1) head coach during the scheduling process (i.e., Advanced Leagues will try to avoid scheduling matches at the same time involving those two teams). Properly registered assistant coaches are strongly recommended as substitute coaches in cases of coaching conflicts.

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

2.19.2 Advanced Leagues will not consider a coach's schedule in other leagues, tournaments, or competitions.

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

2.20 Return of Advanced Leagues Fees

The Advanced Leagues Application Fee shall be returned to any team that is not accepted to play in the League. If a team withdraws from the Advanced Leagues prior to the registration deadline, no fees are withheld, and no fines will be incurred. If a team withdraws from the Advanced Leagues after the registration deadline but before the League schedules are published, five hundred dollars (\$500) will be withheld from the fees paid or assessed in a fine. If a team withdraws from the Advanced Leagues after the publication of schedules, the entire entry fee will be retained, and

additional fines associated with forfeiting any un-played matches or other penalties will be assessed.

2.21 Coaching License Requirements

Head Coaches will be required to hold a minimum of an E or Grassroots License by the start of the 2026-2027 league season. Advanced Leagues coaches that do not hold an E or Grassroots license need league approval and must contact the League Commissioner prior to the start of the league season or the team may be withdrawn from the league without refund. Only US Soccer coaching credentials will be recognized and accepted.

SECTION 3. TEAM ROSTERS

3.01 Team Rosters

All teams must submit an Official Team Roster of players in GotSport as determined by the League Commissioner. An authorized official from the Team's Club must authenticate the validity of the rostered players.

3.01.1 Player age groups will be based on an **August 1 – July 31** as indicated in the 2026-2027 Age Matrix on the ASA website.

3.01.2 Maximum roster size shall be limited by age group as shown on Appendix B.

3.01.3 Five (5) Club Pass players are permitted per game. Loan players from outside your club are NOT permitted. Club pass players MUST be entered into GotSport. **Write-in players are not allowed.** The only exception is approval from ASA staff.

3.01.4 No player may play or appear in more than two (2) games in one day in any ASA sanctioned league or event.

3.01.5 Team roster must contain Coach, Team Official, and Player information. Only authorized member club Coaches and Team Officials that have passed the required background check and/or Safe Sport requirements are permitted to be added to a Team Roster, interact with players, or remain in the technical area at games.

3.02 Player Eligibility

Player eligibility is governed by the Arizona Soccer Association rules and policies. A player may not be on the roster of more than one N1 (team based), APL, ASL1, or ASL 2 team; provided, however, that an ASA registered player with the approval of ASA may play as a Club Pass player for a second team from within the same US Youth Soccer/ASA affiliated member club per Section 3.03. No player may play for more than one (1) Advanced Leagues team in the same division. Refer to Section 3.04.1 regarding player transfer eligibility.

3.03 Club Pass Players

Subject to the provisions of section 3.02, any team may use up to five (5) Club Pass players per game. Roster changes must clearly indicate "CP" for Club Pass Players on the game card and present a current laminated or digital USYS ASA player pass prior to the start of the game and/or referee check-in. All roster changes to add a Club Pass Player must be completed online to the team's game roster in GotSport. **Write-in players are NOT permitted unless approved by ASA staff. Players cannot be club passed to a team in the same division. CP players may**

club pass to teams in a higher division or one division lower than their primary team. However, Advanced League players may not club pass to an Open League team.

Club Pass Definition

3.03.1 Club Passes are issued to a registered ASA youth player by their member club in compliance with the rules of ASA, to participate in an Advanced Leagues match with another member club team in another division or older age group for player developmental reasons.

3.04 Club Transfers

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

3.04.1 Advanced League (APL, ASL 1, and ASL 2) players that transfer to another club after September 30, 2026, will be ineligible to participate in all divisions of Advanced Leagues for the remainder of the 2026-2027 season. This rule includes not being eligible to club pass from an Open League team to an Advanced Leagues team.

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

3.05

Trapped U15 player. A player registered to a team participating in Advanced Leagues who is in 8th grade, but who is age appropriate for the U15 age group is classified as a “Trapped U15 Player”. A Trapped U15 Player is eligible to participate in U14 Advanced Leagues Competition that is played during the player’s sanctioned high school soccer association’s competition season. No more than two (2) Trapped U15 Players may participate in any individual U14 Advanced Leagues Competition.

3.05 January 1st ASA Cup Transfer Policy:

Players who transfer from one club to another club after January 1st will be ineligible for participation in both Arizona Presidents Cup and Arizona State Cup. A transfer is defined as the process by which a player changes club affiliation, moving from one (1) ASA member club and re-registering to a team within a different ASA member club within the same seasonal year.

3.06 Member Passes

Valid US Youth Soccer member passes will be used for Advanced Leagues play. All US Youth Soccer member passes must be valid for the current season, have a current player/team official photo, and be laminated. Digital passes from Gotsport will be permitted but must be presented to the referee at check-in. Digital passes must include photos.

3.06.1 Coach pass requirement: Coach and Team Official passes must possess and present to referees when on the coaching sideline or technical area.

SECTION 4. FORMATION OF DIVISIONS

4.01 Placement of Teams

The League Commissioner and ASA Staff are responsible for the placement of teams based on the Advanced Leagues Team Placement. The League Commissioner and ASA Staff have the

authority to determine where teams are placed within the Advanced Leagues. This placement is based on the Advanced Leagues Team Placement guidelines provided in Appendix A.

4.01.1 Division Size – Boys and Girls Divisions will have a set number of teams deemed appropriate for the league competition.

4.01.2 Division Size – Exceptions

The League Commissioner or ASA Staff reserves the right to adjust the division size if deemed necessary.

4.02 Promotion and Relegation

The Advanced Leagues Refer to Appendix A (2026-2027 season) and Appendix E (2027-2028 season).

4.04 Play-In Games:

Play-In games may be used to fill open spots in an age group.

Play-In games will only be used if deemed necessary by the League Commissioner and/or ASA Staff. Players must be registered with the team's member club (US Youth Passes) to participate in Play-In games (No club pass or loan players will be permitted) and must be on the team's submitted official ASA team roster by the established roster deadline.

4.05 New Teams

New teams are defined as those teams that did not play in the Advanced Leagues Division during the preceding fall or spring season or a returning team that did not meet the 50% player roster continuity. No team is entitled to continue participation in the APL without the approval of the League Commissioner, and each team must apply for each season. Each Club may nominate any number of teams to compete in the Advanced Leagues.

4.06 Teams Playing Up

Teams may request to play up an age group. Teams may seek approval to play up (out of format) from the ASA CEO, Technical Director, or League Commissioner fourteen (14) days prior to the team application deadline.

4.07 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

4.08 Forfeits

In the event of a forfeit, the match score will be recorded as a 0-3 loss for the forfeiting team. The opponent will be awarded three (3) points and a 3-0 win. The forfeiting team will be subject to a fine (issued to the club), possible dismissal from the league, or other penalties. **If both teams fail to appear, both teams will forfeit, the match will not be scored, and the match will be declared un-played.*

**There will be no penalty for a team that is notified to not show.*

4.09 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, do not include 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) divided by the number of games played (GP) to determine average points per game (AP). (i.e., $P/GP = (AP)$) Adjusted points will be added to existing points (P). Adjusted points will round up or down to the nearest integer. Using the adjusted points formula will only apply if 50% or more games have been played in an official season. The League Commissioner and/or ASA Staff will also determine any tie-breaking procedures that may need to be applied. Once the season is declared complete, adjustments to the standings and points will not take place unless a protest is filed within 72 hours of the last available play date.

4.10 Tiebreakers—Two Teams are Tied

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

- (a) Points earned in head-to-head in competition.
- (b) Winner of most matches (all divisional matches played).
- (c) Goal Difference (all divisional matches played, no limit).
- (e) Total goals for (all divisional matches played, no limit).
- (f) Most Shutouts.
- (g) Coin Toss

4.11 Tiebreakers—Three or More Teams are Tied

If three or more teams are tied based on 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) Results earned in head-to-head in competition among the tied teams.
- (b) Goal Difference (matches among the tied teams, no limit).
- (c) Goal Difference (all divisional matches played, no limit),
- (d) Total goals for (matches among the tied teams, no limit).
- (e) Total goals for (no limit)
- (f) Coin toss

SECTION 5. OPERATIONAL PROCEDURES

5.01 Reporting of Scores

Refer to Match Management Procedures - APPENDIX C.

5.02 Match Line Up

Each team must complete and provide a current Advanced Leagues Game Roster on the GotSport game card to the Referee for each match 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 U11 and U12 games). Any team that plays an ineligible player in a game shall forfeit that match. A team that plays an ineligible player shall forfeit any match in which an ineligible player played and be subject to disciplinary action including but not limited to suspension or expulsion of the team and team officials from Advanced Leagues. Changes to the roster must be made before the game card is presented to the referee at pre-game check-in. Changes must be made in GotSport 48 hours prior to the match. If a team (regardless of home or away) makes a change within 48 hours for extenuating circumstances, they will be responsible for printing the updated

game card. **“Write-in” player names on game cards are not allowed. Handwritten-in players are ineligible. The only exception is approval from ASA staff.**

5.03 Forfeited Matches

An Advanced League team that forfeits a game by failing to appear, without advance notice to the League Commissioner or opponent, shall be subject to a fine assessed against its club and collected before any team from that club can be admitted to a subsequent Advanced Leagues season and be declined to the Advanced Leagues for the next season of participation. If two teams fail to appear, with or without advance notice, that game will be un-played and both teams may be declined to the Advanced Leagues for the next season of participation. The amount of the fine shall be determined by the League Commissioner.

5.04 Uniforms

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

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

No other patches or logos are permitted unless written permission is granted by the League Commissioner and/or ASA Staff.

SECTION 6. MATCHES

6.01 Scheduling of Advanced Leagues Games

All APL, ASL1, and ASL2 matches will be scheduled by the League Commissioner. Once the League publishes the **FINAL** version of the season schedule, teams will be given a two-week window to coordinate and request any additional schedule changes.

This rescheduling process will be outlined by the Commissioner, and **any changes must be mutually agreed upon by both teams.**

Scheduling changes will **not** be accepted if they are the result of errors made by a team on their application or due to requested application information.

The League Commissioner reserves the right to reschedule matches and notify teams if an unavoidable event arises that impacts the integrity of the League. In the event of a League-postponed match, the Commissioner will reschedule the game at the **earliest reasonable date.**

Matches may be rescheduled **without the consent or agreement of either team** if:

- The rescheduled date is **not marked as a blackout date** by either team, or
- The team(s) already have an existing match scheduled on that date.

6.02 Match Schedule and Rest Periods

All matches will be played as scheduled unless weather conditions dictate otherwise. It is the intent of the league to play only one (1) 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. Advanced Leagues teams are required to play on Fridays, Saturdays, or Sundays on any play date weekend. Wednesday matches will be an available option(limited) for Advanced Leagues.

6.03 Inclement Weather

Match Postponement Due to Inclement Weather or Unplayable Field Conditions

- The League Commissioner or their designee, in consultation with the match official, has the authority to postpone a match before kick-off due to inclement weather or unplayable field conditions.
- The League Commissioner is responsible for notifying all teams about the postponement.
- Every reasonable effort should be made to play matches on their scheduled dates.
- If neither the League Commissioner nor an ASA-appointed staff member is on-site, the Referee has full authority to postpone the match under the same conditions.
- Inclement Weather Guidelines are available on the League Website.

6.04 Referee Jurisdiction

The Referee shall have the authority to take disciplinary action starting from the moment they enter the field of play for the pre-match inspection until they leave the field of play after the match has concluded, including during kicks from the penalty mark, if applicable. Each match shall be controlled by a Referee who shall have full authority to enforce the Rules of Play and the Laws of the Game throughout the duration of the match.

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

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

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

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

6.05 Match Management Procedures, Discipline, and Competition Authority

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

SECTION 7. RULES OF PLAY

7.01 Applicable Rules and Laws of the Game

Advanced League matches will be played under the applicable rules of US Youth Soccer and FIFA/IFAB Laws of the Game and as modified for the ASA Advanced Leagues.

7.02 Substitutions

Substitutions may be made at any stoppage with the approval of the referee. Any substitution during play is considered a moment regardless of the opponent's substitution.

7.02.1 U11-U14 age groups, unlimited substitutions (re-entry allowed) will be permitted at any stoppage of play with the permission of the Referee.

7.02.2 U15-U19 age groups, unlimited substitutions (re-entry allowed) will be permitted at any stoppage of play with the permission of the Match Referee over four (4) moments per match plus halftime.

7.02.3 Coaches may not agree to changes to the substitution policy.

The player being substituted must leave by the nearest point of the boundary line unless the Referee indicates that the player may leave directly and immediately at the halfway line or another point (e.g., for safety/security or injury).

7.03 Head Injury Substitution Rule

A player who is suspected of having suffered a possible head injury must be temporarily substituted while being evaluated by a Certified Athletic Trainer (ATC) or Health Care Provider (HCP).

- 7.03.1. A temporary substitution for the evaluation of the concussion/head injury will not count against the team's total number of allowed substitutions in the game.
- 7.03.2. If a team has already used all three occurrences in that half, they are granted a head-injury specific substitution and may substitute one of their players while the player is being checked by a Certified Athletic Trainer or Health Care Provider (HCP).
- 7.03.3. If a player is evaluated by an HCP (Health Care Provider) or an Athletic Trainer (Certified) and has been determined to not have suffered a concussion, the player may re-enter the game at any stoppage of play with referee permission.
- 7.03.4. The evaluated player must replace the original temporary substitute. In addition, the player who entered the field as a temporary substitute shall be able to re-enter the game again as a regular substitute if the team has remaining occurrences to substitute.
- 7.03.5. If the player is not cleared to return to play by the ATC or HCP, the player is not permitted to return to play. Their player pass will be pulled and returned once medical clearance has been received by the ASA.
- 7.03.6. If no ATC or HCP is onsite, the player will not be permitted to return to play. The referee has the right to remove a player from the game for any suspected head injury.
- 7.03.7. Any discipline issued to the temporary substitute will count for the remainder of the game.

7.04 Match Length and Ball Size

Reference ASA Competitions Game Durations and Field Size Standards

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 Commissioner. If a match is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the match is abandoned. If a match is abandoned due to gross misconduct, inclement weather, player safety reasons, scenarios that impact the play of other games, or for other reasons deemed by the Site Director, the League Commissioner will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports from ASA staff, etc.

7.06 Forfeits-Lack of Appearance

Failure to appear, or failure to appear on time for a scheduled match, will result in a forfeit. A team must be present and ready to play within ten (10) minutes of the scheduled match time. If a team is unable to field the required number of players within ten (10) minutes after the scheduled start time, the match shall be recorded as a 3-0 forfeit victory for the opposing team that is present and ready to play.

In the event of unforeseen circumstances (e.g., traffic accidents or emergencies), the affected team must promptly notify the League Commissioner. The League Commissioner shall have sole discretion to determine whether to delay the match start time or declare a forfeit.

7.07 Player Passes and Rosters

Each team must bring the following to every match unless otherwise communicated by the League Commissioner:

- Laminated US Youth Soccer passes for every player and Team Official, signed by a club registrar
- An official Advanced Leagues game card (unless the league commissioner communicates ASA will be providing the match cards)

No player without a current and valid player pass may participate in any game unless a printed GotSport photo roster is verified and approved by the Site Coordinator or League Commissioner. Digital player passes with photos shown directly through GotSport will also be accepted.

N1 teams may use US Club passes; however, the entire team, including all Club Pass players, must use N1 passes (US Club). The mixing of N1 (US Club) and ASA (USYS) passes is not permitted.

7.08 Playing of Ineligible Player

A team that plays an ineligible player shall forfeit any match in which an ineligible player was rostered and or played and will be subject to additional disciplinary action. This is including but not limited to suspension, fines to reimburse any administrative expenses or protests/grievances filed, or expulsion of the team and Team Officials from the Advanced Leagues and barred from participating in ASA State Cup or Presidents Cup Championships.

7.09 Member Passes Presented to Referee

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

7.10 Team Rosters

The home team is required to provide the official game card to the referee prior to the start of the

match. Failure to do so may result in a forfeit of the match.

7.11 Uniform Color Conflict

Uniforms for Advanced Leagues matches must conform to the Team Uniform Policy outlined in “Appendix D”.

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, only those players listed on the match lineup card are permitted at the team bench area during a match. A suspended team official is not permitted at the Team Bench Area. The Team Bench Area must always be supervised by a Team Official. If a Team Official with an ASA/US Youth Soccer member pass card is unavailable to supervise the Team Bench Area, the match is forfeited. All Coaches and Team Officials must visibly wear their Pass to be in the Team Bench Area or Technical Area.

7.13 Spectator Sidelines

Teams will sit on the same side as their spectators and to the left of the team technical area. Spectators must sit a minimum of **five (5) yards** back from the touchline when facilities permit. No spectators on the team sidelines, assistant referees’ sidelines, or behind the goals. Each coach is responsible for the behavior of their spectators as provided for in Section 8.03. The Referee may display a yellow or red card to a coach, team official, or bench personnel 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.

7.14 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 10 yards from centerline to the end of the semi-circle on the team bench side. **Team bench personnel may not enter the field without permission from the referee.** Only the Head Coach may address the Match Officials (Referees).

7.15 Heading Education

All Players aged 10 years of age and under shall not head the ball in an Advanced Leagues match regardless of division or age group. The intent behind this rule is to ensure player safety and reduce the risk of head injuries at a young age.

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. In the event, the assigned Referee fails to appear (within 10 minutes of the match time); a certified Referee must be found by the League Commissioner or his/her designee to officiate the match. The Referee, in conjunction with the ASA official on-site, may appoint replacements for Assistant Referees who fail to show up by the start of the match. In the event certified USSF officials are not available, the Referee may appoint and change club Assistant Referees during the match. Club Assistant Referees shall be limited to decisions only on the ball being in and out of play and may be paid a game fee as provided for in section 8.02 below if they are a current registered USSF official.

8.02 Match Officials

Certified USSF match officials will be assigned under the authority of the Advanced Leagues Assignor working with ASA and the State Youth Referee Assignor - (SYRA).

8.03 Termination of Matches

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

SECTION 9. SEND OFFS, DISMISSALS, AND SUSPENSIONS

9.01 Protocol for Send Offs and Dismissals

Any player sent off from a match must leave the field area and retreat to the parking area of the complex or an area designated by the League Commissioner (**player must have adult supervision**) unless the Referee or League Commissioner grants an exception and allows the player to remain on the bench due to safety concerns. Any team official dismissed from participating in a match must leave the field area and retreat to the parking area of the complex or an area designated by the League Commissioner. Any player sent off or dismissed as a team official is prohibited from communicating with his/her team while the team is on 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 ASA Staff on site are authorized to prohibit the use of any communication devices at the team bench areas.

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

9.02 Cautions and Send Offs – Suspensions

Any player or team official sent off (red card) from a match for conduct other than fighting shall be suspended for at least the team's next League (If in APL, then next APL match; If in ASL, then next ASL match) match. A referee does not need to physically present a red card to send off a player or team official. Any player sent off for fighting whether on or off the field; before, during, or immediately following a match; and regardless of with whom shall be suspended for at least the team's next three (3) League matches.

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

9.02.2 Any other Players/Coaches/Spectators that leave the technical area or the team area and enter the field to join an altercation shall immediately be removed from the

Advanced Leagues Competition and shall not be allowed to participate further until the incident is reviewed by the Discipline and Appeals Committee. Any suspension/removal shall carry over into future league play, Cup competitions, Regional and National competitions.

9.02.3 Penalty for violating 9.02.01 is a minimum of 2 game suspension for each player, Coach, or Team Official that enters the field without the permission of the referee. Penalty for spectators that enter the field of play to join an altercation may result in further suspensions to the Coach, fines to the club in the amount of a minimum of \$500, and further disciplinary action by the League Commissioner, League Disciplinary Committee, or ASA D&R.

Advanced League's D&R Committee may (based on the Referee report and such additional information it considers appropriate) impose greater discipline subject to the holding of a hearing pursuant to section 10.4. All such discipline shall remain in effect unless and until modified or reversed following a hearing or an appeal.

9.03 Disciplinary Actions

All players, team officials, coaches, parents, spectators, or associated parties of any participating player are expected to adhere to the ASA Code of Conduct. All disciplinary measures imposed by the League shall be limited to an individual or team's participation in the Advanced Leagues (see Note below for exceptions). The League will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches, or supporters and make the information readily available to the League Commissioner, ASA Staff and the respective team. The League Commissioner has the right to impose additional sanctions regarding any matters arising from participation in the Advanced Leagues.

Note:

- Any suspension remaining at the end of the season must be served before a player is eligible to participate in either the Presidents or State Cup competition. If the suspension has not been served by the start of Presidents Cup or State Cup, it will continue into those competitions.
- When receiving a red card as a club passed player: They must serve their suspension with their primary team. If the player has no remaining games, then he or she must serve in their competition with their primary team or the Cups Competitions Series whichever comes first.
- Suspensions can also carry over into the Western Presidents Cup and USYS Nationals.
- A player suspension not fulfilled during the current season will carry over to the following season and must be served with the team the player is rostered to.
- A coach or team official suspension not fulfilled during the current season will carry over to the following season and must be served with the team the coach is assigned to in the following season regardless of if the coach or team official has changed teams or clubs.

9.04 Violation of Rules

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

SECTION 10. PROTESTS AND APPEALS

10.1 Protests

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/IFAB Laws of the Game. Protests will be heard by a minimum of three (3) individuals selected by the League Commissioner (no individual involved may be a member of a club that is a party to the protest) unless members are not available to return a decision due to the time allowed to return a protest decision. The League Commissioner may select other participants to form a decision. If circumstances prevent other participants from gathering to return a protest decision, the League Commissioner has the full authority to rule on a protest.

10.1.1 A protest must be filed and submitted within three (3) hours of the completed match online on GotSport Forms at *2026-2027 Advanced Leagues Protest Submission*. The submitted protest must include:

- (a) A statement of the specific facts involved.
 - (b) Citation of rules, policies, or procedures alleged to have been violated.
 - (c) The relief requested.
 - (d) Copies of all relevant documents.
 - (e) \$250 non-refundable filing fee paid at the time of protest submission. Payment failure within the 3-hour submission deadline will void the protest.
- The burden of proof for a rule being violated is the responsibility of the submitting party.

10.1.2 Referee judgment calls cannot be protested.

10.1.3 Red Cards may not be protested.

10.2 Appeals

An **appeal** is a review of a decision following a hearing. The appeals committee shall have the authority to affirm, reverse, or remand a matter on appeal. It shall affirm the 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 Advanced League Rules.

10.3 Grievances

A **grievance** is an allegation of misconduct against a league official, against the league, or against any member or party involved in the league which has adversely affected the party filing the grievance. Grievances may be filed by any party with the 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 Policies 531-9 and 531-10.)

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

10.4 Discipline and Appeals Committee

The League Commissioner or his/her designee shall be the chair of the Advanced Leagues Discipline and Appeals Committee. The chair of the committee will appoint no fewer than three (3) and no more than five (5) individuals to hold a hearing or decide an appeal. The individuals 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.

10.5 Grievance and Appeal Filing Procedures

A 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 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 or evidence; and
- (e) Paid the \$250.00 non-refundable filing fee.

Any intent to protestor appeal may be submitted to the League Commissioner to meet the 48-hour deadline but must be filed online at GotSport 2026-2027 Advanced Leagues Appeal Submission along with the filing fee, and within the 48-hour deadline. The decision of the Advanced Leagues Appeal Committee shall be final.

NOTE: Protests of Games Played - Notice of intent to protest a match must be given to the site coordinator or league commissioner prior to leaving the field. Notice of intent to protest can be emailed to the League Commissioner at advancedleagues@azyouthsoccer.org.

10.6 Appeal of League Assessed Fines

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

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.¹

10.8 Disputes and Discipline

The League Commissioner and his/her designees are authorized to settle disputes and handle hearings other than grievance hearings that arise during League Competition. The League Commissioner and his/her designees, in accordance with the disciplinary policies and procedures of ASA, US Youth Soccer, and US Soccer, will investigate all allegations of misconduct by teams, coaches, players, or others involved in League operations and will impose an appropriate sanction for any violation found.

ARIZONA ADVANCED LEAGUES
APPENDIX A
TEAM PLACEMENT GUIDELINES
2026-2027 Season

The placement of teams for 2026-2027 season was a cumulation of data collected from the 2025-2026 season.

- Member club, team, and team officials must be in good standing with ASA.
- Team must maintain player continuity requirement – player continuity of 50 percent of the roster from the previous season.
- Teams with earned Advanced League spots from the 2025-2026 season must have submitted their league application and payment in GotSport by the registration deadline. Failure to do meet the deadline could result in losing a spot. These spots can become open spots.

2026-2027 Teams must fulfill the following requirements to maintain roster integrity and league position (slot):

- Member club, team, and team officials must be in good standing with ASA.
- Maintain player continuity requirement – See Advanced Leagues rules - player continuity of 50 percent from the previous season.
- Teams with 2026-2027 APL spots must submit their league application and payment in GotSport by the registration deadline or risk losing their team spot.
- If a team is in bad standing, does not register online by the deadline, or does not meet the roster continuity requirement, then the APL team spot will become an open spot.

ARIZONA ADVANCED LEAGUES
APPENDIX B
TEAM ROSTER – KEY INFORMATION

1. Advanced Leagues utilizes official Arizona State Association-generated rosters from the GotSport system. For the 2026-2027 seasonal year, the League requires all teams to upload a file and an initial team roster by no later than **September 4, 2026**. Filing is defined as the team providing the League Commissioner with a copy of the team’s roster that is approved by the club Registrar by completing the roster on the league software system GotSport. The primary purpose of this filing date is to ensure that teams comply and that teams are eligible with the Advanced League’s required “roster continuity rule” prior to league competition.
2. Teams are permitted to make changes (i.e., drops, adds) to their rosters during the Advanced Leagues seasonal year provided that such changes are filed with the League Registration System (GotSport) at the time of such change.
3. Revising the Team Roster for Advanced Leagues Divisions: A team’s game roster may be changed throughout the seasonal year subject to these rules; there is no freeze date for team rosters prior to games. Teams are permitted to update their team roster throughout the seasonal year. Teams must follow the ASA player drop bylaw and Leagues Roster limitation rule. **Moving a player to a lower division roster must occur prior to the primary team’s first match.**
4. Club Pass Players: No more than five (5) Club Pass Players per Advanced Leagues game. Club Pass Players must be added to the GotSport roster 24 hours prior to the match. Write-in players to the Game Roster are not permitted without ASA approval. All roster changes must be made in GotSport.

Roster Size

Age Group	Roster Min	Roster Max	Game Day Max	Min # Start Game
U11	7	16	16	6
U12	7	16	16	6
U13	7	22	18	7
U14	7	22	18	7
U15	7	22	18	7
U16	7	22	18	7
U17	7	22	18	7
U19	7	22	18	7

ARIZONA ADVANCED LEAGUES
APPENDIX C
MATCH MANAGEMENT PROCEDURES

1. Thirty (30) minutes prior to the scheduled start of the match, Referees shall check player, coach, and team official USYS/ASA passes and collect the Match Line Up Card (Game Card) from the home team.
2. Three (3) match balls shall be provided by the Home Team.
3. Water Breaks: A communication will be sent out to team officials prior to the weekend indicating if water breaks will be in effect for the entire weekend.
4. Reporting of Scores - League Site Coordinators shall collect and report game scores in a manner determined by the League Commissioner. In situations where no site director is available, the home team is required to report the scores to the League. Teams shall scan and email the completed game card and any supplemental match reports to the ASA League Office at advancedleagues@azyouthsoccer.org no later than 24 hours after the game is completed.

ARIZONA ADVANCED LEAGUES
APPENDIX D
TEAM UNIFORM REQUIREMENTS

Uniforms

- **Each player shall have a unique jersey number affixed to the back of his/her jersey. Duplicate numbers are not permitted. In the event of an emergency, a taped number is permissible; however, the referee will report it to the competition authority.**
- The home team always wears light colors and the away team wears dark.
- 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 **AWAY** 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.

Arizona Advanced Leagues

2026-2027

ARIZONA ADVANCED LEAGUES APPENDIX E CLUB PASS RULE

U13-U19 Club Pass Matrix

Player's Team Division	Can CP to N1	Can CP to APL	Can CP to ASL 1	Can CP to ASL 2
N1	✓	✓		
APL	✓	✓	✓	
ASL 1	✓	✓	✓	✓
ASL 2	✓	✓	✓	✓

U11-U12 Club Pass Matrix

Player's Team Division	Can CP to N1	Can CP to APL	Can CP to ASL 1	Can CP to ASL 2
APL	✓	✓	✓	
ASL 1	✓	✓	✓	✓
ASL 2	✓	✓	✓	✓

General Club Pass Rules (U11–U19)

- Maximum 5 Club Pass players per game.
- **Players cannot Club Pass to a team in the same age group and same division.**
- Players from N1, APL, ASL 1, and ASL 2 may not Club Pass to Open League teams.
- Female players participating in a boys' division follow the same Club Pass rules.
- A player rostered in an older age group may return to their natural age group as a Club Pass player:
 - at the same division level,
 - at a higher division level, or
 - one division level lower.

Example

A U14 player rostered on a U15 ASL 1 team may Club Pass to:

- U14 ASL 1 (same level),
- U14 APL or N1 (higher levels),
- U14 ASL 2 (one level lower),

provided all other Club Pass rules are met.

ARIZONA ADVANCED LEAGUES
APPENDIX F
TEAM PLACEMENT GUIDELINES
2027-2028 Season

From the 2026–2027 Arizona Advanced Leagues season:

- The top 2 teams in each division will be promoted to the next higher division for the 2027–2028 season.
- The bottom 2 teams in each division will be relegated to the next lower division for the 2027–2028 season.

APL First and Second Place teams will promote to N1

ASL 1 First and Second Place teams will promote to APL

ASL 2 First and Second Place teams will promote to ASL 1

In divisions with 2 groups (East and West), the first place team in each group will promote up one division.

In standard single-table divisions:

- The **top 2 teams** are promoted.
- The **bottom 2 teams** are relegated.

In divisions split into **East and West groups**:

- The **1st place team in each group** is promoted to the next higher division.
- (Unless otherwise specified) the **bottom 2 teams overall** are relegated to the next lower division.