

Central Arkansas Recreational League (CARL)

Rules & Standards

PREAMBLE

The Central Arkansas Recreational League (CARL) is designed and operated to promote recreational play among its 9U-19U teams in the Central Arkansas area. Participation is open to any Recreational team properly registered with ASSA, provided the member club is in good standing with ASSA.

LEAGUE STANDARDS

All member clubs must have acceptable, designated fields available for their home games or be able to secure alternate fields with a third party. If a club uses alternate fields, they are responsible for any field usage fees.

The home team is responsible for properly maintained and prepared fields, including proper markings, nets, goals, and corner flags. The home team must provide game balls to the referee.

The home club is responsible for closing their field or complex in case of inclement weather.

Each team shall clean up its respective areas before leaving the field.

All teams are strongly encouraged to play their scheduled events, barring weather-related cancellations where rescheduling is not feasible.

Only properly registered players, rostered coaches, and team officials that are listed on the roster or game card are permitted on the team's side of the field or in the team area.

REFEREES

Each club must have a Referee Assignor for their home games and that Assignor must utilize USSF certified referees for all games. The home club is responsible for payment of all fees to Referees and Assignors.

PLAYER PASSES & ROSTERS

Before each league game, each team must present the match officials one of the following in order to check-in the team for play:

- A signed copy of the teams official ASSA roster;
- An official game card printed via the team's official GotSoccer account;
- Player Passes, which must be laminated and contain a picture of the player or,
- Virtual Player Passes from the team's official GotSoccer account on a team officials' smart phone.

Teams are permitted to use Club Pass players, provided they are identified via the same method utilized for the rest of the team.

When using the Club Pass provision, players must be consistent with the registered age group classification for the team, even if the team is playing in an older age classification for league games.

RULES OF PLAY

Games will be played using FIFA Laws of the Game as modified by US Soccer Player Development Initiatives.

Length of Match and ball size:

9U/10U: 25 minute halves, size 4 ball

11U/12U: 30 minute halves, size 4 ball

13U/14U: 35 minute halves, size 5 ball

15U/16U: 40 minute halves, size 5 ball

17U/19U: 45 minute halves, size 5 ball

Unlimited substitutions, as allowed by the referee, may be taken at the following times:

- Prior to a throw-in, by the team in possession;
- Prior to a goal kick by either team;
- Following a goal by either team;
- After an injury by either team, if the injured player is substituted;
- After a caution is issued for the cautioned player only;
- At halftime;
- At any game stoppage, provided permission is granted by the center referee.

EJECTIONS & DISCIPLINE

Any player ejected from a CARL match shall be suspended for their next CARL match. Ejections for "Violent Conduct" shall serve a two-game suspension and may be subject to additional sanctions through the ASSA Appeals and Discipline Committee.

Any rostered team officials ejected from a CARL match must leave the field and/or complex before the match is restarted and shall be suspended from the next CARL match.

Players are allowed to serve their suspensions on the team bench, provided they are not in uniform. Alternatively, they do not have to be present at the game in which they are serving the suspension.

Rostered team officials are not allowed at the field or complex while serving a suspension.

It is the responsibility of the coach and/or manager to make sure any ejected player or team official serves their suspension.