

# **Arkansas Competitive Soccer League Rules and Standards**

## **PREAMBLE**

The Arkansas Competitive Soccer League (“ACSL”) was created with the purpose of encouraging competitive play among its 11U-19U competitive teams. Participation is open to any Arkansas team properly registered with ASSA, provided the member club is in good standing with ASSA. Non-Arkansas based teams properly registered with a USYS state association or other USSF sanctioned entity may also participate. Only ASSA registered teams participating in the ACSL that fulfill all of their league responsibilities will qualify for ASSA postseason tournaments, as well as those events offering advancement to either the US Youth Soccer Regional Presidents Cup and the US Youth Soccer National Championship Series. Teams that participate in the Southern Regional Premier League (aka the SRPL) will also qualify for ASSA postseason tournaments.

## **LEAGUE COMMISSION**

The ACSL will be governed by the Arkansas Competitive Soccer League Commission (“ACSLC”), an independent commission that shall have the autonomy to operate the day-to-day affairs of the ACSL, and the ACSLC will bear the responsibility for team applications for participation, game scheduling and rescheduling, disciplinary sanctions, etc. The ACSLC shall consist of the following members: one member from three (3) different clubs participating in the ACSL, the ASSA Classic Commissioner, a representative from the State Referee Commission, a member of the ASSA office staff, and one at-large representative appointed by the ASSA board President, for a total of seven voting members. These seven members will then elect one of them, preferably a representative from one of the three clubs on the commission, to serve as Chairperson of the ACSL for a two-year term who will act as the point of contact for issues related to the ACSL. This individual will coordinate and lead weekly telephone calls to discuss any issues pertaining to the operations of the ACSL.

With the exception of the first year of the league (2018-2019 seasonal year), the three club representatives shall be determined via an election process in May with all participating ACSL clubs being allotted one vote. For the first year of existence, the three representatives will be appointed by the ASSA board. The club receiving the highest number of votes will then select a club member from within their organization who possesses a minimum of a USSF “D” coaching license to serve on the ACSLC for a three-year period, with the exception of the first three years of the ACSL. Following the conclusion of the second year of the ACSL, the elected member with the lowest vote total from the original election will be subject to a re-election. In the third year of the ACSL, the elected member with the second lowest vote total from the original election will be subject to re-election, followed by a re-election in the fourth year for the elected member receiving the highest number of votes. Thereafter, all terms will be for three years with one club member being subject to re-election each year on a rotating basis. In the event that a commission member belongs to a club that has no teams participating in the ACSL for the seasonal year, said commission member will be removed and a new commission member will be appointed by the ASSA President to fulfill the remaining term for that member.

## **LEAGUE STANDARDS**

- All member clubs must have acceptable, designated home fields available for their home games or be able to coordinate available fields in advance of each season with a third party.
- All teams must play their scheduled events, barring weather related cancellations.
- ACSL head coaches for 13U through 19U in the First Division must have a minimum of a USSF D license. All assistant coaches, and all head coaches in the Second or Third Divisions must possess a minimum of the 11v11 Grassroots license. For head coaches in the First Division without a State D or higher license and all assistant coaches, as well as Second and Third Division head coaches, without an 11v11 Grassroots license, an eighteen-month probation period will be granted to allow those coaches sufficient opportunity to obtain the State D or 11v11 Grassroots license. This is a one-time exemption per coach. It is the intent of the ACSL to ensure that all coaches have the appropriate licensing so as to provide maximum development for all players.
- All head coaches for 11U and 12U must have completed, at a minimum, the 9v9 Grassroots course. Additionally, upon reaching 13U or above, these coaches will be required to obtain the 11v11 Grassroots license, as well as the State D license, as noted above. For head coaches and assistant coaches without an 9v9 Grassroots license, an eighteen-month probation period will be granted to allow those coaches sufficient opportunity to obtain the 9v9 Grassroots license. This is a one-time exemption per coach.
- It is expressly noted that a coach's lack of the appropriate licensing shall not be a reason for a team to not be promoted to First Division. If a team belongs in the First Division, the team will be promoted to that division and all coaches will be required to obtain the necessary licensing required at that higher division.
- The Referee Commission assignor or the Host or Home Club assignor, under supervision of the state referee assignor, will assign USSF certified referees to all games.

## **REFEREE ASSIGNORS**

Each Club must have a Certified Referee Assignor for their home games and share their contact information with the ACSL. Referees and game assignments are the responsibility of the host clubs, both as to the coordination of referees for the match and the expenses owed to the assignor for securing those referees' attendance

## **GAME REPORTS & REFEREE PAYMENTS**

Teams are responsible to pay referee fees at the field after each game, and the home team is responsible to pay any related expenses owed to the referee assignors. If a neutral site is utilized which requires a field usage fee, said fee will be paid equally by the two participating teams. Each team is responsible for paying half of each game fee to each member of the referee crew. Cash payment will be made immediately after the game but not before the referee has provided a completed copy of the Official Match Report to the designated representative of each team. Each copy of the Official Match Report must be signed by the referee and the designated team representatives before it will be considered to be complete. It is the responsibility of the home team to maintain a completed, signed Official Match Report on file and to post the score on Got Soccer within 24 hours of the completed match. Further, a copy of all Official Match Reports should be sent to both the ACSL and the ASSA state offices within 72 hours of

the completed match. Failure to submit the Official Match Reports to the ACSL and ASSA may result in the game results not being included in the official league standings.

### **LEAGUE BOND**

At the time of registration, each club with a team(s) participating in the ACSL is required to provide a performance bond that shall cover all of that club's teams participating in the ACSL. Individual teams will not be required to submit team bond checks. The parent club will be responsible for their team(s) adhering to all ACSL league rules and policies and will be responsible to ensure teams pay any penalty charges assessed during the season. In the event that any portion of a club's performance bond is utilized by the ACSL due to a non-performance issue by a team from that club, the club shall immediately replenish the performance bond to the full amount. Failure to replenish the performance bond within fourteen days is grounds for the team and/or club to be suspended from further participation in the ACSL and potential disqualification from ASSA postseason tournaments. If a performance bond is eroded in full or a balance is outstanding at any given point during the season, the club shall pay all outstanding monies and replenish the full performance bond within 72 hours or all teams within the club may be suspended from further competitions and deemed ineligible for ASSA postseason tournaments until such payment is made.

If a club only has one team participating in the ACSL, the performance bond for that club shall be \$500. If a club has two or more teams participating in the ACSL, the aggregate total performance bond for all teams, regardless of the exact number of participating teams, shall be \$1,000.

### **APPLICATION AND ADMISSION**

All team applications for participation, along with bond payments, must be received three weeks prior to the commencement of the first scheduled game and must include:

- A. Fully completed online ACSL Application.
- B. Signed Club Agreement to provide the appropriate Performance Bond.
- C. Payment of ACSL participation fees. (Posted on ACSL Admission Application)
- D. All participating Arkansas teams must be registered with a member club and ASSA. Any non-Arkansas based teams that wish to participate must be registered with a USYS state association or other USSF sanctioned entity.

No club/team shall be denied admission into the ACSL provided that the club/team is in good standing with ASSA, has timely complied with ACSL requirements, has remitted payment of the appropriate Performance Bond, and has a clean record of responsibility with ACSL and ASSA rules and regulations. However, if a club/team has a history of transgressions and failures to abide by ACSL rules and regulations, this prior history may be consideration for rejection of their application with such decision being subject to appeal.

Teams that fail to adhere to ACSL regulations or otherwise do not fulfill their league responsibilities may be removed from the league or deemed ineligible for ASSA events.

Only teams properly registered with an ASSA member club are eligible for ASSA tournaments.

**DIVISIONS (Competition Groupings)** Divisions will be formed along competitive lines. Each division must have a minimum of 4 teams in order to form. If a desired division has less than 4 teams, that

division may be merged with another division, provided that the competitive level for both groups is maintained.

### **BRACKETING**

Whenever possible, ACSL will offer a first, second, and third division, though if a minimum of four teams is not possible in a particular division, a division may be eliminated and combined with another.

**Teams participating in the First Division and teams finishing first in the Second Division of ACSL will have precedence with respect to the opportunity to play in the State Championships, assuming those teams wish to participate in the State Championships, while all other teams will be given priority for entry into the Governor's Cup.** Teams participating in the SRPL will also be given priority for participation in the State Championships.

### **ASSIGNMENT OF DIVISIONS AND PROMOTION/RELEGATION**

The assignment of divisions will be the responsibility of the ACSLC. These individuals, in consultation with other members with knowledge of the registered teams at each bracket, will determine the appropriate selection of divisions for all registered teams and will then place such teams in either the First, Second, or Third divisions. Based upon the results of competition for the first fall season, the ACSLC will determine whether any promotion or relegation needs to occur for the spring season with an idea of creating divisions that are competitively balanced across all levels.

If a First Division team does not wish to participate in State Championships, they may request admission to a Second Division tournament (i.e. Governor's Cup), and ASSA will review that request to determine whether to allow the higher level team to participate in the lower level event. Similarly, participation in the First Division does not automatically qualify a team for admission into a State Championship event, as such determinations reside solely with ASSA.

Following the conclusion of each season (fall/spring), the ACSLC will examine the results of the prior regular season and postseason to determine which teams will be promoted to the higher division, if any, and which teams will be relegated to the lower division, if any. The ACSLC will examine regular season and postseason results, tournament results and quality of competition, the quality of competition of the league in which a team participated, the roster composition of the current and prior year, and the team's self-assessment for team placement as some, but not all, of the criteria for determining whether promotion or relegation is required to maintain competitive balance across all divisions. It is expressly noted, though, that a team's last place finish in a higher division or a team's first place finish in a lower division does not automatically require that team to be relegated/promoted if the ACSLC believes the team's current division is the most appropriate one for that team.

### **PLAY DATES & SEASONS**

Play in the ACSL will begin in late August or early September and be completed by early November of each year to allow for State Championship and Governor's Cup competitions for 15U-18U. Play will resume in mid/late February and continue through early May to allow for State Championship and Governor's Cup competitions for the 11U-14U age groups. To the extent that any teams are interested in participating in a 19U State Championship, those tournament matches will be held in late May or early June. Teams at the 11U-14U age groups are required to participate in both the fall and spring seasons.

## **SCHEDULES**

The ACSL will schedule all games including home and away. Teams will be scheduled to play a minimum of 4 games during each season. USYS National Championship Series rules require a minimum of three games be played against three different opponents for teams to be eligible for Regional or National advancement. The seasonal year for 11U-14U age groups is to include fall and spring seasons to be eligible for ASSA postseason events. A preliminary league schedule of games will be available to all teams by mid-August, before the start of the season. However, the specific time and field number WILL NOT be included in that schedule. Once the schedule is released, clubs will have 2 weeks to request any changes to their schedule and post the TIME & FIELD NUMBER for all games scheduled on their home fields.

Discretionary schedule changes requested after the two-week period, but at least 7 days in advance of the scheduled event, **if granted by the ACSLC**, will incur a \$50 change fee for the initiating team, provided both teams agree to the change. Change fees (by check or credit card, payable to ACSL) must be paid before the game is changed. Both teams must be willing to change the original game date, and if one team refuses, then the original game date will govern.

In the case that inclement weather or an unforeseen tragic event causes a cancellation, the game will be rescheduled by ACSL at no charge to either team on the first available rainout date.

**IMPORTANT** - Teams may request on their application to schedule two league games on the same date, particularly to minimize travel expenses, if they so choose. The ACSLC will attempt to accommodate these requests whenever possible.

**However, no team can play more than 3 league games per weekend and no individual player may play in more than 2 league games per day or 3 per weekend.**

## **NEUTRAL SITE GAMES**

If the two teams agree to plan to play at a neutral site, the designated "home" team must secure the site and be responsible for any payment associated with the rental of the field to the third party, though both teams shall share equally in the field usage expense, with the designated "away" team paying their portion of these fees to the designated "home" team. The designated "home" team will be responsible for making all arrangements to secure the field, coordinate referees, and ensure that the field is adequately prepared for the match (proper goals, nets, flags, lines, etc.). ACSL will not be responsible for any field rental fees, nor will the ACSL make any arrangements for neutral site field use.

## **FAILURE TO PLAY AS SCHEDULED**

All matches must be played as scheduled. Scheduled matches may only be cancelled due to inclement weather, an unforeseen tragic event, or in very rare situations, some other unforeseeable circumstance which is deemed acceptable by the ACSLC. Failure to play a match as scheduled will be considered a "double forfeit" and will result in a recorded score of a 0-4 loss for each team. Both teams will be charged \$250 for nonperformance. If the ACSLC determines that the reason the game was not played can be placed solely on one of the teams, then only that team will pay the \$250 fine and forfeit the game, with a score of 4-0 being awarded to the opposing team. This \$250 fine will be taken from the Performance Bond paid by the club prior to the start of the season and the club will be responsible for replenishing the Performance Bond within fourteen (14) days. Any team that forfeits a game will not be allowed to continue in league play until the \$250 fine is paid to the ACSL. Performance penalties must be paid to the ACSL before the scheduled game. In the event that a check bounces for any reason, the

team/club shall be required to immediately remit all bank fees associated with the bounced check, as well as an additional \$100 payment to the ACSL, in addition to the prior monies owed.

Any team that fails to play two (2) or more officially scheduled games, for reasons other than inclement weather, shall be considered to have abandoned the league and will forfeit their performance bond guaranteed by the parent club. That team's games will not count toward determining league standings, nor shall they be considered in the standings as forfeits. The team is not eligible to win the league, nor shall it be considered for entrance to any Arkansas State Championships or Governor's Cup. Further, the ACSLC will evaluate this team's requests for future participation in the League. Performance penalties must be paid (by check or credit card, payable to ACSL) in order for the parent club to be considered in good standing.

Before a team is removed from the ACSL, ASSA shall confirm the details of the proposed removal and whether such removal warrants ineligibility for competition in any ASSA postseason tournaments, though deference will be provided by ASSA with respect to such decisions rendered by the ACSLC and the consequences of those decisions on the offending teams.

The ACSLC shall provide a report to ASSA at the end of each season, showing all games played and the result, all games cancelled (and the reason for cancellation), and any fines or other disciplinary actions levied against, clubs, teams, or individuals. The ACSL shall also notify ASSA of any ejections of any players or coaches during league play.

#### **PLAYER PASSES, ROSTERS AND ACSL GAME CARDS**

All game requirements will follow National Championship Series ("NCS") rules, and to the extent that any rule set forth anywhere within this document is deemed to be inconsistent with NCS rules, the NCS rule, requirement, or policy shall govern. Before each league game, each team must present the match officials and each other with their **ACSL Game Card**. This must be an official **ACSL Game Card**, including jersey numbers for each player, and the names of all coaches who will be permitted to sit on the team's bench. The referee must inspect and verify **Player Passes** for both teams and match with **ACSL Game Card** rosters. **Player Passes** must be laminated and contain a picture of the player.

The expectation is that a team official will present the physical **Player Passes** of every player, for every game, but in the rare event that one or more **Player Passes** is missing, a team official may use a smart phone to present virtual **Player Passes** from the team's official Got Soccer account. If a team does not have its **Player Passes** (and is unable to provide virtual **Player Passes**) and a copy of its official **ACSL Game Card** present at the field, the game should still be played, but the opposing team will be awarded a 4-0 win. However, the match will not count as a forfeit by the losing team unless other league rules that would impose a forfeiture penalty are also violated.

Teams are permitted to use **Club Pass** players, provided no more than 16 players (11U-12U)/22 players (13U-18U) are listed on the roster. Teams may play a maximum of 16 players (11U-12U)/18 players (13U-18U) in each league game. Any players who will not be participating in a game must have their names lined out on the **ACSL game card** before the start of the match.

Each team must maintain a minimum of 7 players (11U-12U)/ 9 players (13U-18U) from the team's official primary roster continuously across all game rosters used in league play for the full season. 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.

For ACSL League games, **Club Pass** players are limited to 5 per game in (9v9) rosters and 7 per game for (11v11) rosters.

Teams using "pool rosters" must be treated in a manner consistent with teams using traditional rosters. Thus, the primary or core roster for each team in the ACSL league must be declared in writing before the season begins, and players may not be listed on more than one primary roster across all age groups in the league. The existing requirements in the ACSL Rules will then be applied against these rosters, such that *"each team must maintain a minimum of 7 players (11U-12U), or 9 players (13U-18U) from the team's official primary roster continuously across all game rosters used in league play."*

Secondary players are permitted to play in ACSL games on more than one team, provided that, if scheduling conflicts arise, they play for their primary team. Further, pursuant to National Championship Series rules, a team may not have more than 5 rostered youth who were previously rostered during the current seasonal year with a club other than the club of which the team is a member. The Got Soccer **Club Pass** provision may be used to supplement game rosters, but **guest players, who are not rostered with the team's club, are not eligible to play in ACSL league games.**

Use of an ineligible player will result in a forfeit for the offending team, and the coach shall be banned from attending the next league match (or State Cup match) for that team.

Regardless of the way in which each club elects to roster its players and teams in the league, individual players may not play for more than 2 teams in league in any weekend period (Friday through Monday).

Following each league match, full and complete game cards must be scanned and submitted to the ACSL and the ASSA state offices within 72 hours of a completed match. Failure to submit a game card by this deadline may cause the match results to not be counted in the standings.

### **TEAM BENCH**

Only properly registered players, rostered coaches, and team officials (managers/trainers) that are listed on the game card will be allowed on the team's side of the field or in the team area.

### **TEAM RESPONSIBILITIES**

Aside from the responsibilities noted herein regarding the assignment of referees and the securing of the match field, the home team will have properly maintained and prepared fields, including proper markings, nets, goal size, and corner flags. A club representative must be available to fix any problems associated with the fields. The host club and/or organization will be responsible for closing the field/complex in case of inclement weather. If the field/complex closes, it will be the responsibility of the home team to notify the opposing coach and/or manager, as well as the ACSL, as soon as possible, that the game has been postponed. Failure to notify the proper personnel in a timely manner could result in the game being declared a forfeit. The home team will provide a game ball to the referee. Each team shall clean up its respective areas before leaving the field.

### **UNIFORMS**

The home team will wear light color jerseys and socks while the visitors will wear dark. In the case of a color conflict, the home team will change jerseys. Each field player shall have a number on the player's jersey, but goalkeepers are not required to have a number on their jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a different number

from every other player on the team. The official team roster shall include the number of each player's jersey. All players are required to wear shin guards that provide adequate protection. Goalkeepers must wear colors that distinguish them from the players for both teams, as well as the game officials.

## **RULES OF PLAY**

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

### A. Length of Match and ball size

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

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

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

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

### B. Substitutions

Substitutions shall follow standard youth substitution rules at the appropriate age levels. Notwithstanding same, below are specific examples of when substitutions are permitted at any age. 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; and,

At any game stoppage, provided permission is granted by the center referee.

If a player is removed from the game and no substitute enters the game for the player, the team will play shorthanded. The original player may reenter the game, at a normal substitution point (with approval of the referee) or at any point during the game if the referee signals for the player's reentry.

## **SPECIFIC PROVISIONS FOR LEAGUE PLAY**

Teams must be able to start the match within 15 minutes of the scheduled match time. If a team cannot start within 15 minutes of the scheduled match, the other team shall be awarded a 4-0 victory by forfeit and the team will be assessed a \$250 forfeit fine.

If a game is terminated because of weather, it shall be judged a completed game if the game has reached halftime before the game was terminated. If the match was of lesser duration, then it shall be replayed. Referees may terminate matches for lack of crowd control, poor team behavior, or other unsporting circumstances. Each coach is responsible for the behavior of his or her players and bench personnel. Each coach is responsible to assist the referee, when asked, in the control of parents, fans, and spectators. Clubs will also bear responsibility for ensuring proper conduct of their players, bench, parents, fans, spectators, and coaches, and all participating teams acknowledge that they have received, read, and will follow the ASSA Code of Conduct. If a referee terminates a match because of conduct, the game score shall be reported as it was at the time the game was terminated. Additionally, the ACSL



Commission reserves the right to ascertain the facts regarding the match and determine appropriate action, disciplinary or otherwise., including but not limited to, a forfeiture of the match for the offending team(s) and/or potential fines levied against the team(s) and/or club(s) involved. Limited coaching is permitted only from the team side of the field, from the halfway line to the top of the penalty area, on that half of the field. Coaches may not enter the field without permission from the referee. Violation of this rule may result in the coach being ejected from the match and/or a forfeit and fine being assessed against the team/club involved.

### **EJECTIONS AND DISCIPLINE**

Any player ejected from an ACSL match shall be suspended for his or her next ACSL match and/or next match in the State or Regional competition (State Championships, President's Cup, etc.). The ACSL retains the right to impose additional penalties on the player, team, and/or club depending on the nature of the ejection. **The Player Pass WILL NOT be retained by the referee following a match in which a red card was issued.**

Players serving a suspension do not have to be present at the game in which they are serving the suspension, however they must count towards the 16 players (11U-12U) or 22 players (13U-19U) permitted on that game roster. Players are allowed to serve their suspensions on the team bench, provided they are not in uniform.

Any rostered team officials ejected from an ACSL match must leave the field and/or complex and shall be suspended from the next ACSL match and/or next match in the State or Regional competition (State Cup, President's Cup, etc.) for the team they were coaching at the time of the ejection. Rostered team officials are not allowed at the field or complex while serving their suspension.

Banned coaches are not permitted to be present at the field or within the game field complex.

**It is the responsibility of the coach and/or manager to make sure the ejected player or coach sits out the appropriate match following the one in which the red card was issued and that the serving of that suspension is noted on the ACSL Game Report by the referee.**

Any team that does not sit out a suspended individual for the required match, and allows this individual to participate, will be deemed to have used an ineligible participant and will incur all the penalties associated with such, including but not limited to, a forfeiture of the match. Additionally, the person in question shall be suspended from the next ACSL match and/or next match in the State or Regional competition (State Cup, President's Cup, etc.).

Ejections for "Violent Conduct" shall serve a minimum two game suspension and may be subject to expulsion from the league.

### **GAME OFFICIALS AND MATCH CONTROL**

Matches must be officiated by the three-person FIFA/USSF Referee System.

In the event the assigned referee fails to appear (within 15 minutes of the match time), a certified official must be found to officiate the match. If no certified official is found to officiate the match, then the competition will not count as an official league match, even if played with uncertified officials officiating. The referee may appoint replacements for assistant referees who fail to show up by the match time. In the event certified USSF officials are not available, the referee may appoint "club assistant

referees." Club assistant referees shall be limited to assisting with decisions only on the touchlines and related to ball possession, as specified by FIFA. Under no circumstances will there be dual center officials, as there can only be one official assigned to a match with a whistle.

Referees who fail to appear for their scheduled match will not be paid and will be reported to the assignor, as well as the ASSA State Referee Commissioner for conduct review and potential suspension.

### **STANDINGS, POINT SYSTEM AND TIE BREAKERS**

A team's standing in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows:

- A. Three (3) points for a win
- B. One (1) point for a tie
- C. Zero (0) points for a loss

In the event of a tie within a division, the following criteria shall be used to break the tie:

1. Winner of head to head competition (this criterion is not used if more than 2 teams are Tied)
2. Most wins
3. Team with greatest net goal difference (NGD), which is computed as "goals for" minus "goals against" with a maximum of **four** NGD in each game.
4. Team with the most goals (up to a maximum goal differential of four goals in each game)
5. Team with least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker)
6. Fewest red cards
7. Fewest yellow cards
8. Coin flip

In the event more than two teams are tied on the basis of points, the following shall be used to break the tie:

1. The sequence of tiebreakers will begin with No. 2 above (most wins) and be followed through No. 8 above until a team is eliminated.
2. Once a team has been eliminated, the sequence of tiebreakers will repeat beginning with No. 1 above (winner of head to head competition) if only two tied teams remain tied. If more than two teams remain tied, the sequence of tiebreakers will begin with No. 2 above until a team is eliminated.
3. This process will repeat after each team is eliminated until only one team remains.
4. In the event, that (after having applied the tiebreaker rules above) teams remain tied, the winner of a coin toss will be judged to have placed higher in the standings than the loser of the coin toss. Forfeits are recorded as a score of 4-0 for the winning team. Double forfeits or no-plays are recorded as 4-0 losses for both teams.

### **PROTESTS AND APPEALS**

All eligible protests and appeals will be considered by the ACSLC. The ACSLC will have full authority to exercise decisions on any properly filed protests and appeals with a majority ruling governing the decision. Any further appeal from a ACSLC decision, if filed timely, will be presented to the ASSA Appeals & Discipline Commission (“A&D”) for their review and decision. A final appeal from any A&D decision may be brought to the full ASSA Board of Directors.

#### **A. Filing of a Protest**

1. Notice of intent to protest a competition must be registered, in writing, with the game official and the parties involved at the game site. The protest must be submitted to ACSLC within 48 hours of match completion.
2. Judgment decisions of the referee are not subject to protest.
3. All protests must include the following before they will be considered:
  - a. A fee of \$100 (certified check or money order, payable to ACSL), which will be returned if the protest is upheld;
  - b. A written statement describing the specific grounds for the protest;
  - c. All information necessary to make a fair and just decision on the protest; and,
  - d. A clear and concise statement of the relief or action sought by the protesting party.

#### **B. Consideration of a Protest**

1. A protest may not be allowed if the protest:
  - a. Concerns a matter of referee judgment;
  - b. Is incomplete or does not contain the required information;
  - c. Is not filed in a timely or proper manner; and/or
  - d. Does not deal with either the application of these rules or the qualifications of the opposing team.
2. The ACSLC shall issue a written decision of any protest at the earliest possible time following its investigation of the incident in question.

#### **C. Filing an Appeal of ACSL Decision to ASSA**

1. All appeals of any ACSLC must be properly submitted to ASSA within 48 Hours of the ACSLC. Judgment decisions of the referee are not subject to appeal.
2. All appeals must include the following before they will be considered:
  - a. A fee of \$100 (certified check or money order, payable to ASSA), which will be returned if the appeal is upheld;
  - b. A written statement describing the specific grounds for the appeal;
  - c. All information necessary to make a fair and just decision.;
  - d. A clear and concise statement of the relief or action sought by the appealing party; and,
  - e. Decisions made on appeals as heard by the ASSA Appeals & Discipline Commission are considered final.
3. Upon receipt of all appropriate documentation and payment, ASSA will forward all information and supporting documentation to the A&D for their review and decision.
4. The A&D shall issue a written decision of any protest at the earliest possible time following its investigation of the incident in question.

5. A final appeal of any A&D decision may be brought to the entire ASSA board, provided that all of the above materials have been provided to ASSA for the board's consideration, along with an additional \$100 payment for this last resort appeal.

#### **MODIFICATION OF LEAGUE RULES AND STANDARDS**

The league Rules and Standards of the ACSL may only be modified following a fourteen-day written notice of any proposed changes being sent to all participating clubs and teams, as well as notification to ASSA, which expressly sets forth the Rule/Standard where a change is being sought, the rationale behind such potential change, and the proposed new language, if any, to be added. Any changes to these Rules and Standards must be approved by a super majority (6 votes) of the seven voting members of the ACSLC and then are subject to a majority vote of support by the ASSA Board of Directors.

#### **CONTACT US**

The primary point of contact for all issues related to ACSL shall be the Chairperson of the ACSL.