



PHOENIX RISING – ARIZONA ADVANCED LEAGUE

STATE LEAGUE RULES & REGULATIONS 2018-2019

**Arizona Soccer Association
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RULES & REGULATIONS

SECTION 1. INTRODUCTION

1.01 Name of League

The name of the League shall be the “Arizona State League” (ASL) which is a league within Arizona Soccer Association’s Advanced Leagues.

1.02 Mission

To provide a competitive league for youth players and teams in Arizona and assure the continued growth and development of competitive level players.

1.03 League Status

The Arizona State League is created and established by Arizona Soccer Association. The league is operated by the League Commissioner on behalf of ASA. Club membership within ASA is a requirement for participation in the league.

1.04 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 Operation Committee, subject to the ASA Board of Directors, shall determine the gender age groups of competition for each seasonal year. The ASL will conduct ASL play in the following gender age groups for the 2017-2018 season: Boys and Girls 12U, 13U, 14U, 15U, 16U, 17U, 18U and 19/20U gender age groups.

1.06 Matters Not Provided For

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

1.07 Age Group Management

Each age group will be managed and supervised by the League Commissioner which will be responsible for, but not limited to, the following:

- (a) Securing venues
- (b) Creating match schedules
- (c) Serving as the liaison with the ASL Referee Assignor and SYRA to ensure that Match Officials are assigned.
- (d) Collecting approved ASL team rosters
- (e) Recording and posting of scores and standings
- (f) Ensuring communication of age group news and information is shared with teams

1.08 Site Coordinators

The League Commissioner shall approve all Site Coordinators.

1.09 Site Coordinators Duties and Responsibilities

The Site Coordinator’s duties and responsibilities under the jurisdiction of the League Commissioner shall include but not be limited to:

- (a) Serving as a liaison between the ASL and participating teams on site;

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- (b) Establishing a central location for site headquarters;
- (c) Ensuring that the game fields are ready for play;
- (d) Collecting and distributing Game Cards and Referee Reports
- (e) Forwarding Game Cards and Referee Game Reports to the League Commissioner at the conclusion of the event;
- (f) Completing any other duties as assigned by the League Commissioner.

1.10 Playing Seasons

The ASL season will be played between August 29,2018 and March 31, 2019. U15-U19 Ages will not play in March unless there is a need to reschedule due to unforeseen circumstances.

1.11 Precedence of Games

US Youth Soccer National Championship Series, National League, Desert Conference, Arizona Premier League competition will have priority over ASL matches.

1.12 Team Rights and Privileges

Team participation in the ASL will meet the requirements of the US Youth Soccer National Championship Series.

1.13 Contact Information and Communication

All member teams of the ASL shall have contact information on file with the ASL, including, but not limited to (a) the Team Manager’s Name, Address, Phone Numbers and valid e-mail address and (b) the Team Coach’s Name, Address, Phone Numbers and valid e-mail address. E–mail will be the primary means of communication within the ASL. It is the responsibility of each team to ensure that accurate contact information is on file with the ASL. ***For 2018-2019 League season, this information must be accurate in GotSoccer and Stack Sports.***

SECTION 2. TEAM APPLICATION AND ADMISSION

2.01 Team Eligibility

Any team affiliated within an ASA member club may apply to participate in Arizona State League (must have current ASA/US Youth player passes).

2.02 Structure

The ASL will offer competition for Boys and Girls in eight Age Groups, beginning with 12U and concluding with 19/20U. Placement of teams within each gender age is determined by the performance of the teams. The ASL will be composed of advanced teams wanting to participate at a competitive level.

2.03 ASL Divisions – ASL 1 & ASL 2

- Minimum of 6 teams per age group and gender
- Maximum of 8 teams per age group and gender

Number of Teams	Number of Games
6 Team Division	10

8 Team Division	10 min
*9 Team Division	10 min
**10 Team Division	10 min

*** 9 and 10 team divisions will only be used if the committee deems it necessary.**

**** Sub Divisions might exist that allow for a Group A and Group B first place winner.**

2.04 Boys Divisions

The Boys ASL 15U-19U Divisions will consist of 6 teams*

The Boys ASL 12U-14U Divisions will consist of 8 teams*

2.05 Girls Divisions

The Girls ASL 15U-19U Divisions will consist of 6 teams*

The Girls ASL 12U-14U Divisions will consist of 8 teams*

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

2.06 Good Standing

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

2.07 Application Deadline – Established by LC for the 2018-2019 Season and normally is in the month of June prior to season starting.

All applications for participation in the ASL must be received by the deadline established by the League Commissioner and the League Operation Committee. Applications received after the deadline are subject to refusal or a late fee of \$100 per team.

2.08 Application Process

Team Applications to participate in the ASL must be completed on-line as instructed by ASA and the League Commissioner.

2.08.01 DOC's (Director of Coaching) must approve all team applications from their club for participation in the ASL for each season.

2.08.2 Applicants should retain proof of application.

2.09 Acceptance of Teams

The League Commissioner and League Operation Committee will determine what teams from those applied will be accepted in to the league. The committee will make the acceptance decision for entry into the league based on recommendations by the age group Sub Committees, availability of positions, guaranteed spots, configuration of teams in each division and using the guidelines below but not limited to:

IN NO PARTICULAR ORDER

- Results from prior Advanced League season
- Roster Continuity
- Results from Desert Conference and NL
- State Cup Standings

- President's Cup Standings
- Results against the top 3 State Cup Finishers
- Head to Head
- Common Opponents
- Open League Standings or PCJSL Standings
- Tournament Results
- Strength of Roster/Player Pool
- Player Promotion from within club

2.10 Roster Continuity

All teams that are accepted for play in the ASL must show player continuity of 9 players for 12U -19/20U teams throughout the complete 2018-2019 ASL season. Violation of the policy may result in dismissal from the league and/or fines.

2.11 Refusal to Admit Teams

The League Operation Committee after consultation with ASA shall have the final authority and right to refuse admittance of any team based upon the team's prior performance in the ASL. These factors include, but are not limited to: failure to perform at a competitive level, failure to play ASL matches as scheduled; failure to comply with ASL rules; new club policy; and/or failure to pay assessed ASL fees or fines on time.

2.12 Placement of Teams in Open League:

The League Operation Committee reserves the right to add teams to the Arizona Open League that aren't accepted to the Arizona State League. Teams are expected to register for the Arizona Open League, PCJSL, or other league separately from their registration for Advanced Leagues.

2.13 Registration Deadline

Registration for participation in the ASL must be RECEIVED by the deadline established by the League Commissioner and the League Operation Committee. Teams that don't register by the deadline may be subject to losing their placement in ASL and/or assessed a fine of \$100. Gotsoccer will be used for league registration and scheduling.

2.13.01 Only teams accepted following the application review process shall register for Arizona Advanced Leagues (APL) in GotSoccer.

2.14 ASL Team Transfers/Relocation

An ASL team that transfers or relocates to a new club (after the APL placements are announced and posted to the ASA website) will not automatically carry the APL spot to the new club without approval from the League Operation Committee. The League Operation Committee can do one of the following:

- Permit the team to keep their spot at their new club
- Revoke their spot and award the spot to the next team in line
- Revoke their spot and not replace the spot

2.15 Fees and Other Expenses

Each team participating in the ASL will pay the fees established by the League Commissioner and the League Operation Committee and approved by ASA's Executive Director. The amount of fees imposed shall be based on costs incurred and estimated

to be incurred in connection with the operation of the league. Each team shall be responsible for all costs incurred in connection with its participation in the ASL, including without limitation travel, housing, and uniforms.

2.16 Acceptance of ASL Rules

Any team applying to play in the ASL, agrees to accept, abide by and comply with all rules, policies, and decisions by the ASL and further agrees to pay all fees that are due to the ASL for participation in the ASL.

2.17 Blackout Dates

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

2.16.1 Each team will be afforded one (1) blackout weekend for the Fall (September – November play dates)

2.16.2 Each 12U-14U team will be provided a second blackout weekend to be used in either January - March.

2.16.3 The League Commissioner reserves the right to not schedule teams that are participating in Desert Conference so that a Blackout Date is not required.

2.18 Mandatory Play Dates

Mandatory Play Dates cannot be a blackout date. These dates must be left open for league games to be scheduled. ASL will not re-schedule games around tournament conflicts.

2.19 Coaching Conflicts

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

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

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

2.20 Return of ASL Fees

The ASL shall return all fees paid for any team that is not accepted to play in the ASL. If a team withdraws from the ASL before the ASL schedules are published, one-hundred dollars (\$100) will be withheld from the fees paid. If a team withdraws from the ASL after the publication of schedules, the entire entry fee will be retained and an additional fine 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 2018-2019 league season, with a future requirement to earn their C License by the 2019-2020 season with efforts made to earn their C License.

2.22 Futsal Event

ASA will host a Futsal Showcase in November mandatory for 12U ASL teams. It is recommended to participate for 12U and 14U teams.

SECTION 3. TEAM ROSTERS

3.01 Team Rosters

All teams must submit an official ASL Team Roster of players at a time determined by the League Commissioner. An authorized official from the Team's Club must authenticate the validity of the rostered players. Club pass players will be allowed per ASL policy.

3.01.01 For each specific age group, players must be born during the calendar year as indicated in Appendix D.

3.01.02 Maximum roster size shall be limited by age group as shown in Appendix D.

3.01.03 Five Club pass players are permitted per game. Loan players from outside your club are NOT permitted (see 3.03.03 for Club Pass Players)

3.01.04 No player may play more than the equivalent of two total game minutes in one day in any ASA sanctioned league or event. Game minutes are the length of the game for the age group of the player as shown in 7.04.¹

3.01.05 Team Roster must contain Coach, Team Official, and Player information that is identical to Stack Sports.

3.02 Player Eligibility

Player eligibility is governed by the US Youth Soccer National Championship Series rules. A player may not be on the roster of more than one ASL 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 affiliated club. No player may play for more than one ASL teams in one day. **No player may play for more than one ASL team in the same age/gender/division in the same seasonal year.**

3.02.01 Full Time ASL Players – defined as players that compete in 3 or more ASL matches during the 2018-2019 season.

3.02.02 Player(s) and/or Team Outside League Competition Request Process: Players registered to an Outside League or Association may play in Arizona State League if the team follows Club Pass Rules. Players or Teams registered to ASA and/or ASL who are seeking to play in Outside League competition must submit request in writing to the ASL League Commissioner.

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 get game card prior to the start of the game and/or referee check in by the team utilizing Club Pass Players.**

Club Pass Definition

¹ Updated 10/4/2018

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

3.03.02 Issued as provided by this policy, and;

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

3.04 Club Transfers

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

3.04.01 APL Players that transfer to another APL Club/Team after September 25, 2018 will be ineligible to participate in APL games for the remainder of the 2018-2019 season. **(Section 3.04.01 - DOES NOT APPLY TO ASL Transfers)**

3.05 November 1st Transfer Policy:

Players who transfer from one club to another club after November 1st will be ineligible for participation in both Arizona Presidents Cup including Regionals and Nationals & the National Championship series (known as Arizona State Cup, Far West Regionals and US Youth Soccer Nationals) for that seasonal year. A transfer is defined as the process by which a player changes club affiliation, moving from one club and re-registering to a team within a different club within the same seasonal year.

A maximum of five (5) transfers are allowed for teams which participate in the National Championships Series, known as Arizona State Cup

3.06 Member Passes

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

SECTION 4. FORMATION OF DIVISIONS

4.01 Placement of Teams

The League Operation Committee is responsible for the placement of teams based the team's performance in the ASA leagues, Desert Conference, Regionals (USYS), Nationals(USYS), and other provisions of section 2.09.

4.01.01 Division Size – Boys and Girls Divisions will have a number of teams that is deemed to be appropriate for the reputation of the league, competition of teams, and standards of ASA. Sub Divisions might exist that allow for a Group A and Group B first place winner.

4.01.02 Division Size – Exceptions

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

4.02 Promotion and Relegation

The ASL does not operate on a Promotion / Relegation system however team standings will be strongly considered including POSOL Division I and PCJSL Division I.

4.04 New Teams

New teams are defined as those teams that did not play in the ASL during the immediately preceding season or a returning team that did not meet the 9 player continuity. No team is entitled to continue participation in the ASL without the approval of the ASL Committee and each team must apply for each season.

4.05 Teams Playing Up

Teams may request to play up an age group. Teams may seek approval to play up (out of format) but must do so 30 days prior to applying by contacting the ASA Executive Director, Technical Director, or League Commissioner.

4.06 Scoring Method

The standings of teams within a division are based upon the number of points earned. Teams earn points as follows:

- Three (3) points for a win
- One (1) point for a tie
- No (0) points for a loss
- Minus two (-2) points for a forfeit

4.07 Forfeits

In the event of a forfeit, the team that forfeits the match will have two (2) points deducted, and the match score will be recorded as 0-2. The opponent will be awarded three (3) points and a 2-0 win.

4.08 Uneven Number of Games

In the event that the teams in a Division do not play the same number of games due to unforeseen circumstances but, not including games that teams refuse to play (i.e. forfeits), the Final Standings may be determined by using the percentage of points earned versus the maximum points the team could have earned. The ASL Committee will also determine any tie-breaking procedures that may need to be applied.

4.09 Tiebreakers—Two Teams are Tied

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

- (a) Winner of head to head competition
- (b) Winner of most games.
- (c) Goal Differential (goals scored minus goals against max four (4) per game)
- (d) Fewest goals allowed.
- (e) Fewest disciplinary points (yellows and reds earn caution and ejection points)
- (f) Coin toss

4.10 Tiebreakers—Three or More Teams That Are Tied

If three or more teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. When a team ranks last on any criteria, they will be eliminated from consideration and the sequence will begin

again for the remaining teams.

- (a) Points earned in head to head competition among the teams
- (b) Winner of most games.
- (c) Goal Differential (goals scored minus goals against max four (4) per game).
- (d) Fewest goals allowed.
- (e) Drawing of lots.

SECTION 5. OPERATIONAL PROCEDURES

5.01 Reporting of Scores

Refer to GAME DAY STANDARDS published on the ASA Website.

5.02 Match Line Up

Each team must complete and provide a Match Line Up on the GotSoccer game card and a copy of the team roster, including club pass players if applicable, to the Referee at least thirty (30) minutes before the match. No more than 18 players from a team may be in uniform or play in a single match (no more than 16 players for 12U games). Any team that plays an ineligible player in a game forfeits that match. A team that plays an ineligible player shall forfeit any match in which an ineligible player played and be subject to disciplinary action including but not limited to suspension or expulsion of the team and team officials from the ASL. **Changes to roster must be done before the game card is presented to the referee at check in. Changes can be made in GotSoccer prior to printing the game card. "Write in" players to game cards are allowed but could cause a delay in the game if not complete with First and Last Name, Player ID#, Player DOB, and Player Jersey #.**

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

5.03 Forfeited Matches

An ASL team that forfeits a game by failing to appear shall be subject to a fine assessed against its club and collected before any team from that club can be admitted to a subsequent ASL season and be declined to the ASL, for the next season of participation. The amount of the fine shall be determined each season by the League Commissioner and is posted on the ASA Website.

5.04 Uniforms

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

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

No other patches or logos are permitted unless written permission is granted by the League Commissioner and League Operation Committee. Referees are

required to instruct the player and/or team to cover any logos that are not listed above and report the incident to the League Commissioner within 24 hours following the conclusion of the match.

SECTION 6. MATCHES

6.01 Scheduling of ASL Games

The League Commissioner will schedule all ASL matches. Once the ASL publishes the season schedule, no match can be rescheduled. The League Commissioner reserves the right to reschedule and notify teams should an unavoidable event disrupts the integrity of the league. In the event that matches are postponed by the ASL, the League Commissioner will reschedule the matches at the earliest possible reasonable date.

6.02 Match Schedule and Rest Periods

All matches will be played as scheduled, unless weather conditions dictate. It is the intent of the league to play only one match per day; however, when circumstances dictate, no more than two matches a day will be scheduled and no more than three matches per Friday/Saturday/Sunday weekend. Every effort will be made to provide for a minimum of three hours rest between matches.

6.03 Inclement Weather

The League Commissioner or his/her designee shall have the sole authority to postpone a match due to inclement weather and/or unplayable field conditions prior to the kick-off of a match. The League Commissioner will be responsible for notifying all teams regarding game postponement due to inclement weather. All reasonable efforts must be made to complete the match on the scheduled dates. In the event that the League Commissioner or an ASA appointed staff member is not onsite then the Referee shall have full authority to postpone a match due to inclement weather and/or unplayable field conditions.

6.04 Referee Jurisdiction

The Referee shall have the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). Each match will be controlled by a Referee who will have the full authority to enforce the Rules of Play and the Laws of the Game.

6.05 Match Management Procedures and Competition Authority

Match Management Procedures are provided in "Appendix F" 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

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

7.02 Substitutions

In the 12U, 13U, 14U, 15U, 16U, 17U, 18U, and 19/20U age groups, unlimited substitutions will be permitted at any stoppage of play with the permission of the match Referee.

7.04 Match Length and Ball Size

Age Groups	Length of Half	Length of Break	Ball Size
12U	2x30 minutes	10 minutes	4
13U-14U	2x35 minutes	10 minutes	5
15U-16U	2x40 minutes	10 minutes	5
17U, 18U, and 19/20U	2x45 minutes	10 minutes	5

7.05 Field Size

The ASL recommended field size is 110 yards by 70 yards for 13U –19U and the ASL recommended field size is 75 yards by 50 yards for 12U. **(Fields for all age groups must meet the FIFA requirements for full size fields).**

7.06 Official Match

A match shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the match is abandoned, the entire match must be replayed, subject to review by the League Operation Committee. If a match is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the match is abandoned. If a match is abandoned due to gross misconduct, the League Commissioner will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports from ASL staff, etc.

7.07 Forfeits-Lack of Appearance

Failure to appear or failure to timely appear for a scheduled match will result in a forfeit. A team must be present and ready to play within 10 minutes of scheduled match time. For unforeseen circumstances (traffic accident), the League commissioner has the authority to delay the match time.

7.08 Anchored Goals

The Referees shall inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

7.09 Player Passes and Rosters

Each team must bring a laminated US Youth Soccer pass for each player and Team Official signed by an official from ASA, an ASL game card, and a copy of their official ASL roster to every match. No player without a current, valid player pass shall be permitted to participate in any game (unless approved by the League Commissioner). Game cards, rosters, player and team official passes must be given to the Referee thirty (30) minutes before the start of the match.

7.10 Playing of Ineligible Player

A team that plays an ineligible player shall forfeit any match in which an ineligible player played and be subject to disciplinary action including but not limited to suspension expulsion of the team and Team Officials from the ASL.

7.11 Team Rosters

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

7.12 Uniform Color Conflict

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

7.13 Team Bench Area and Technical Area

No more than four (4) Team Officials (being only team coaches, team administrators, and team medical staff) shall be permitted at the Team Bench Area during a match. Also, those players listed on the match lineup card are permitted at the team bench area during a match. A suspended team official is not permitted at the Team Bench Area. The Team Bench Area must at all times be supervised by a Team Official and if no adult who possesses a member pass card from ASA/US YOUTH SOCCER is available to become a Team Official to supervise the Team Bench Area, the match is forfeited.

7.14 Spectator Sidelines

Teams will sit on the opposite sideline from the spectators. Spectators should sit directly across from their team. Spectators must sit a minimum of five (5) yards back from the touchline when facilities permit. No spectators on the team sidelines or behind the goals. Each coach is responsible for the behavior of their spectators as provided for in Section 8.04. The Referee has the option, but not the obligation to display a yellow or red card to a coach, team official or bench personnel for irresponsible behavior or for the irresponsible behavior of its spectators or sideline.

7.15 Coaching from Sidelines

Limited coaching is permitted only from one touch line from the team’s respective technical area (if marked) or from the center-line to 5 yards from the end of the team bench closest to the goal line (if no technical area is marked) to a maximum of 20 yards from center-line. Team bench persons may not enter the field without permission from the referee. Only the Head Coach can address the Match Officials (Referees).

7.16 Heading Education

If a 10-year-old player is playing with a 12U Team please note that players who are 10 and younger should not be heading the ball regardless of the age group in which they play. This requires education and support from the coach and parent to instruct the player accordingly.

SECTION 8. MATCH CONTROL - REFEREES

8.01 Diagonal System of Control for Officiating

Matches must be officiated using the 3-person FIFA/USSF Referee System. In the event the assigned Referee fails to appear (within 10 minutes of the match time); a certified Referee must be found by the League Commissioner or his/her designee to officiate the match. The Referee, in conjunction with the ASL official on site, may appoint replacements for Assistant Referees who fail to show up by the start of the match. In the event certified USSF officials are not available, the Referee may appoint club Assistant Referees. Club Assistant Referees shall be limited to decisions only on ball in and out of play and may be paid a game fee as provided for in section 8.03 below if they are a current registered USSF official.

8.02 Match Officials

Match officials will be assigned under the authority of the ASL Assignor working with the State Youth Referee Assignor - SYRA.

8.02.01 The ASL Assignor will be assigned under the authority of the League Commissioner.

8.03 Payment of Match Officials

Referees and Assistant Referees appointed under the provisions of these ASL Rules shall be paid in accordance with acceptable state and federal guidelines as independent contractors. All match officials will be required to complete the W9 form to be compensated.

To be paid by ASA:

- (a) Referee fees for 12U games shall total \$70.00 (\$30, \$20, \$20)
- (b) Referee fees for 13U and 14U games shall total \$90.00 (\$40, \$25, \$25)
- (c) Referee fees for 15U and 16U games shall total \$100.00 (\$50, \$25, \$25)
- (d) Referee fees for 17U, 18U and 19/20U games shall total \$115.00 (\$60, \$30, \$30)

If the league requests a 4th official, they will be paid \$25.00 by the League.

If fields are closed and/or games are cancelled and the Referees are not given reasonable notice prior to their arrival at the site, the Match Officials present will be paid for their first scheduled match only. In the event that there is only one (1) Assistant Referee, only one (1) Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club Assistant Referee, if they are a current registered USSF official.

8.04 Termination of Games

Each coach is responsible for the behavior of his or her players and sidelines, including control of parents, fans, and spectators. In the event a game is terminated or abandoned by the Referee, the Referee will provide the League Commissioner with a written report within 48 hours of the match. The League Operation Committee or D&R Committee may (based on the Referee report and any such additional information it considers appropriate) immediately suspend the team, team officials, players, or spectator pending the holding of a hearing pursuant to section 10.3. All such suspensions shall remain in effect unless and until modified or reversed following a hearing or an appeal.

8.05 Filing of Referee Match Report

The Referee shall file a Match Report with the ASL immediately following the match in accordance with the ASL Match Management Procedures. A match report may be

completed on the back of the associated Game Card or separately and then attached to the Game Card.

SECTION 9. SEND OFFS, DISMISSALS, AND SUSPENSIONS

9.01 Protocol for Send Offs and Dismissals

Any player sent off from a match must leave the field area and retreat to the parking area of the complex or an area designated by the ASL 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 ASL Commissioner. Any player sent off or dismissed team official is prohibited from communicating with his/her team while the team is at the field for its match, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team. The Match Officials and/or ASL Supervisors on site are authorized to prohibit the use of any communication devices at the team bench areas.

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

9.02 Cautions and Send Offs - Suspensions

Any player or team official sent off or dismissed from a match for conduct other than fighting shall be suspended for at least the team's next ASL game. A referee does not need to physically present a red card to send off a player or team official. Any player sent off for fighting whether on or off the field and regardless of with whom shall be suspended for at least the team's next three (3) APL matches. ASL's D & R Committee may (based on the Referee report and such additional information it considers appropriate) impose greater discipline subject to the holding of a hearing pursuant to section 10.2 or 10.3. All such discipline shall remain in effect unless and until modified or reversed following a hearing or an appeal. Players accumulating three (3) yellow cards in a season will be suspended for their next ASL match. Players accumulating five (5) yellow cards in a season will be suspended for their next ASL match. Players accumulating seven (7) yellow cards in a season will be suspended for their next ASL match.

9.03 Disciplinary Actions

All disciplinary measures imposed by the ASL shall be limited to an individual or team's participation in the ASL (see Note below for exceptions). The ASL will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters and immediately distribute this information to the League Operation Committee and the respective team. The League Operation Committee has the right to impose additional sanctions with regard to any matters arising from participation in the ASL.

NOTE:

- **Suspensions will carry into Presidents or State Cup once ASL games have been exhausted.**
- **Club Passed Players: Must serve their suspension with the ASL team or their primary team. If the player has no remaining games then he or she must serve in Presidents Cup or State Cup.**
- **Suspensions can also carry into Regionals and Nationals.**
- **Suspension not fulfilled during the 2017-2018 season will carry over to the 2018-2019 season and must be served with the team the player is rostered to.**
- **Suspension not fulfilled during the 2017-2018 season will carry over to the 2018-2019 season and must be served with the team the coach is assigned to**

9.04 Violation of Rules

Any violation of the rules herein will be subject to disciplinary action by the ASL.

9.05 Disciplinary/Fine Schedule

Prior to the start of the season, the League Operation Committee shall distribute a Disciplinary/Fine Schedule or post on the ASA website.

SECTION 10. PROTESTS AND APPEALS

10.1 Protest

A **protest** is a formal written objection of any violation of established rules, policies, or procedures. Protests are usually related to a specific game or administrative action and are filed by one of the involved team officials. Only those teams involved are permitted to protest a game result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific game. Protests must be based upon a violation of the published rules of the organization, competition, or FIFA Laws of the Game. Referee judgment calls cannot be protested. Protests will be heard by three (3) League Operation Committee members except that no Committee member involved in a hearing may be a member of a club that is party to the protest. Protests may also be referred to the Discipline and Appeals Committee under Section 10.4 of the ASL Rules at the discretion of the League Commissioner or the Director of Leagues.

10.2 Appeals

An **appeal** is a review of a decision following a hearing. The appeals committee shall have the authority to affirm, reverse, or remand a matter on appeal. It shall affirm the decision appealed if the decision does not violate applicable laws, constitutions, bylaws, and rules and regulations and is supported by substantial evidence. Substantial evidence means evidence of credible value that a reasonable person could accept. Only parties to the decision being appealed who have been adversely affected by the decision may appeal. All appeals are handled under Section 10.4 of the ASL Rules.

10.3 Grievances

A **grievance** is an allegation of misconduct against a league official or against the ASL which has adversely affected the party filing the grievance. Grievances may be filed by

any party with a demonstrated harm caused by the alleged misconduct. The League Commissioner and Director of Leagues will determine the validity of any grievance. (Allegations of misconduct against a referee or misconduct of a referee will be handled by ASA's D & R Chair under USSF Rules 531-9 and 531-10.)

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

10.4 Discipline and Appeals Committee

The League Commissioner shall be the chair of the ASL Discipline and Appeals Committee. The chair of the committee will appoint no fewer than three (3) and no more than five (5) members of the League Operation Committee to hold a hearing or decide an appeal. The members appointed will not be from or associated with the club(s) involved, or otherwise have a conflict of interest. The committee's decisions shall be in writing, issued within a reasonable time following completion of the review of a protest, the holding of a grievance hearing, or the holding of an appeal and shall be sent to the League Commissioner and all affected parties. If in the event sufficient representation from the LOC are not available to reasonably review a case, the League Commissioner has the authority to appoint another qualified individual.

10.5 Filing Procedures

A protest, request for a grievance hearing, or appeal must be in writing and filed within 24 hours of a completed game or seventy-two (72) hours of receipt of the decision or adverse action being protested, for which a hearing is sought, or being appealed. The written filing must include:

- (a) A statement of the specific facts involved;
- (b) Citation of all rules, policies, or procedures alleged to have been violated;
- (c) The relief requested;
- (d) Copies of all relevant documents; and
- (e) A filing fee in the amount of \$250.00 in the form of certified check or money order made payable to Arizona Soccer Association.

Any intent to protest, request for a hearing, or appeal may be e-mailed to the League Commissioner to meet the 24- or 72- hour deadline, but must also be filed online or by mailing it registered or certified mail to the ASA office along with the \$250 fee, and postmarked within the 72 hour deadline.

NOTE: Protests of Games Played - Notice of intent to protest arising from events relating to a game must be given to the site coordinator or league commissioner within one (1) hour of the completion of the game. League Commissioner: advancedleagues@azyouthsoccer.org

10.6 Appeal of ASL Assessed Fines

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

10.7 Notification of Parties

ASA shall notify all parties involved, no later than three (3) business days from receipt of an appeal or protest, that an appeal or protest has been filed.

10.8 Disputes and Discipline

The League Operation Committee are authorized to settle disputes and handle hearings other than grievance hearings which arise in the course of ASL Competition. The League Operation Committee, in accordance with the disciplinary policies and procedures of ASA, Region IV, US Youth Soccer, and US Soccer, will investigate all allegations of misconduct by teams, coaches, players or others involved in ASL operations and will impose an appropriate sanction for any violation found.

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APPENDIX A

Available Slots in Each Gender Age Group For the 2018-2019 Season Year, the following procedures will be used for filling ASL Slots in each gender age group:

Category - ASL (Teams maintain their spot) – First Place ASL finisher

- The League Commissioner may establish a sub-division where Group A and Group B first place winners are both acknowledged equally as a First Place ASL Finisher.
- Teams that have earned ASL slots in this category have until June 1, 2018, to complete the team application for the 2018-2019 seasonal year, and have the form received by the ASA by that date. Full payment of the team league fee for 2018-2019 seasonal year is required to be received by the ASL on or before July 31, 2018. All teams in this category that are accepted for play in the ASL must show 9 player continuity from the previous season. At all times during the 2017-2018 seasonal year, an ASL team must have on its Arizona State League roster, to be eligible to play during the 2018-2019 seasonal year, no less than 9 of the players that were on the **team's roster** for the 2017-2018 seasonal year.
- If a team does not claim its slot in time or does not meet continuity requirement, then the slot will become an Open Slot (Category OPEN) to be filled at the League Operation Committee's discretion after the June 5, 2018, deadline from a pool of teams that wish to fill any Open Slots.

Category – OPEN or NEW (Teams approved by the League Operation Committee)

- These slots are to be filled at the League Operation Committee's discretion after a review of all team applications that are received by the ASL by June 5, 2018, with full league fee payment required to be received by the ASL on or before July 31, 2018.

Category – LATE APPLICANTS (Teams approved by the League Operation Committee)

- The League Operation Committee reserves the right to approve late applicants to be considered for ASL spots. Late Applicants may be required to pay a late fee of \$100.

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APPENDIX B

Match Management Procedures

SECTION 12. APPENDIX B

Team Eligibility

1. **Arizona State Cup:** Teams that compete in ASL will be eligible to apply for State Cup. Only teams that compete in APL or ASL will be eligible to apply for State Cup. **ASL teams are eligible to compete in either Presidents Cup or State Cup but not both.**
2. **Desert Premier League:** Teams that compete in ASL will be eligible to apply for DPL with State Approval. Only teams that compete in APL or ASL will be eligible to apply for Desert Premier.
3. **National League:** Teams that compete in ASL will be eligible to apply for NL. Only teams that compete in APL or ASL and DPL will be eligible to apply for National League.

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APPENDIX C

Player Continuity

Roster Continuity

All teams that are accepted for play in the ASL must show player continuity of 9 players for 13U-19/20U teams and 9 players for 12U teams throughout the complete ASL season.

Automatic Qualifiers: BEGINNING 2018-2019 Season

All teams that are “AUTOMATICALLY” (see Appendix A) accepted for play in the ASL must show player continuity from the previous season. At all times during the 2018-2019 seasonal year, an ASL team must have on its Arizona State League roster, to be eligible to play during the 2018-2019 seasonal year, no less than 9 of the players that were on the **team’s roster** for the 2017-2018 seasonal year.

ASL Div 1 Results 2017-2018 – ASL Div 1 Placement for 2018 – 2019 season

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1st. 12U ASL Div 1	1st. 13U ASL Div 1	1st. 14U ASL Div 1	1st. 15U ASL Div 1	1st. 16U ASL Div 1	1st. 17U ASL Div 1

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1st. 12U ASL Div 1	1st. 13U ASL Div 1	1st. 14U ASL Div 1	1st. 15U ASL Div 1	1st. 16U ASL Div 1	1st. 17U ASL Div 1

Arizona State League

2018-2019

ASL Div 2 Results 2017-2018 – ASL Div 1 Placement for 2018 – 2019 season

13U Boys	14U Boys	15U Boys	16U Boys	17U Boys	18U Boys
1st. 12U ASL Div 2	1st. 13U ASL Div 2	1st. 14U ASL Div 2	1st. 15U ASL Div 2	1st. 16U ASL Div 2	1st. 17U ASL Div 2

13U Girls	14U Girls	15U Girls	16U Girls	17U Girls	18U Girls
1st. 12U ASL Div 2	1st. 13U ASL Div 2	1st. 14U ASL Div 2	1st. 15U ASL Div 2	1st. 16U ASL Div 2	1st. 17U ASL Div 2

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APPENDIX D

Roster Size

Age Group	Min Roster	Max Roster	Max Suited Up Per Match	Min # Players to Start Game	Play
12U - 2007	9	16	16	6	9v9
13U - 2006	11	22	18	7	11v11
14U - 2005	11	22	18	7	11v11
15U - 2004	11	22	18	7	11v11
16U - 2003	11	22	18	7	11v11
17U - 2002	11	22	18	7	11v11
18U - 2001	11	22	18	7	11v11
*19/20U – 2000/1999	11	22	18	7	11v11

*19/20U: Players born August 1, 1999 and younger are eligible to play in league but are not eligible to play in 19U State Cup or President's Cup

Out of Format Policy: (Playing out of format is limited to 3 players).

- No more than 3 players can play out of format on a team per game.

- 12U teams may have no more than 3 players 10U and younger.
- 13U and older teams may have no more than 3 players 12U and younger.

Exceptions to the Out of Format Policy may be granted by the ASA Executive Director, Technical Director, and/or League Commissioner on a case by case basis.

ASA – ARIZONA STATE LEAGUE RULES

APPENDIX E

Team Roster Information

Definition of an ASL Team Roster: ASL will accept a State Association generated roster. Teams are permitted to make changes (i.e. drops, adds) to their rosters during the course of the ASL seasonal year provided that such changes are filed with the ASL at the time of such change and approved with a revised stamped roster from ASA.

For the 2018-2019 seasonal year, the ASL requires teams to file with the ASL an initial team roster by no later than August 29, 2017. 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. **The primary purpose of this early filing is to ensure that teams are in compliance with the ASL's "roster continuity rule"**

All teams that are accepted for play in the ASL must show player continuity of 9 players for 13U-19/20U teams and 9 players for 12U teams throughout the complete ASL season.

Revising the Team Roster: An ASL team roster may be changed throughout the ASL seasonal year subject to these ASL Rules; there is no freeze date of ASL team rosters. Teams are permitted to update their team roster throughout the seasonal year. Also in situations of injuries, teams may desire to drop a player from its team roster and replace the player (as long as the player continuity rule is still met). Teams must follow ASA player drop bylaw and ASL's Roster limitation rule.

Club Pass Players: No more than 5 Club Pass Players per ASL game. Club Pass Players must be added in the system to the game roster or written on the game card and must include First and Last Name, ID #, and DOB, jersey #.

ASA – ARIZONA STATE LEAGUE RULES

APPENDIX F

Match Management Procedures

1- Referees shall check player passes and collect the Match Line Up Card from the team 30 minutes prior to the scheduled kick off time.

2-Match balls are provided by the Home Team.

3-The videotaping of matches by team representatives and non-official ASA representatives from the team bench side is prohibited unless written permission is granted in writing from the League Commissioner.

4-Reporting of Scores

Site Coordinators shall 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 in a manner determined by the League Commissioner (See Below). Official Score Cards must be submitted to the ASA office within 48 hours following the completion of each game.

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

Reporting Scores:

It is the Home team responsibility to call the final game score into GotSoccer using the phone number, Event ID and Pin# listed at the top of the game card. Once completed, scan and email (advancedleagues@azyouthsoccer.org) the completed score card to the

ASA office no later than 48 hours after the completed game, or the game may be scored as a forfeit against the home team.

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APPENDIX G

Team Uniform Policy

Uniforms

- All Uniforms must be numbered (except goalkeeper jersey)
- The number shall be affixed to the back of the jersey and clearly visible
- Home team always wears white/light color including socks
- Home team is required to change if there is a conflict between teams (the team listed first on the schedule is the Home team)
- If undergarments, undershorts or tights are worn, the color of the sleeves/shorts must be the same main color as the sleeve of the jersey, shirt or shorts
- Tape or any material applied or worn externally on Socks must be the same color as the part of the sock it is applied to or covers
- The ASL shall have the option to assign jersey colors to teams for matches, should the League Commissioner deem that such procedure is appropriate

*In the event of color conflict with Referees, the Referees shall change jersey colors.