



Chipotle Arizona State League

2015-2016 Seasonal Year

General Polices and Rules for Participating in the League

DISCLAIMER

NOTICE: The Arizona Youth Soccer Association (AYSA), in administering the Chipotle Arizona State League (CAZSL), reserves the right to make changes to these policies and rules as it deems necessary, and when needed, to provide interpretations of the policies and rules as to their intent. Typographical errors, omissions, and other errors do not change the scope, intent or spirit of the policies herein. Some policies and/or rules contained herein are not specific to the CAZSL, such as some registration criteria, etc.

1. MISSION STATEMENT AND GOALS

- 1.1 The mission of the CAZSL is to provide competition for the best teams in Arizona, on the best fields available, with the best officiating (referees).
- 1.2 Additionally, the goal of the CAZSL is to advance and foster the sport of soccer for players under nineteen years of age in the State of Arizona. Specifically:
 - 1.2.1 Promote and develop the sport of soccer for all individuals throughout the State of Arizona, including those in rural, suburban, urban and inner-city areas, without regard to race, creed, religion, national origin, gender or physical ability.
 - 1.2.2 Give participating players, coaches and referees the opportunity to develop their skills to the highest level of the individual's ability.
 - 1.2.3 Provide a healthy, safe and enjoyable soccer environment for all participants.
 - 1.2.4 Foster honesty, integrity and goodwill within soccer.
 - 1.2.5 Promote unity within the soccer community.
 - 1.2.6 Provide an equitable format for due process and adjudication within the sport of soccer through properly established rules and procedures for players, coaches, referees, participants and spectators.
 - 1.2.7 Be a sports organization which is a positive role model and which provides leadership to the sports community at large.

2. DEFINITION OF TERMS

- 2.1 **Affiliation:** The process of associating as members of the successive leagues administering soccer programs for US Soccer and/or US Youth Soccer. AYSA is an affiliate of US Soccer, and is therefore responsible for governing all affiliated soccer programs in the state and for collecting and forwarding national registration fees for all players registered with the clubs/teams under their jurisdiction.
- 2.2 **Club:** The basic organization for the administration of youth soccer programs; responsible for the registration and development of players and teams.
- 2.3 **League:** A scheduling entity responsible for the arrangement of matches between teams.
- 2.4 **Arizona Youth Soccer Association (AYSA):** The Arizona affiliate of US Youth Soccer.

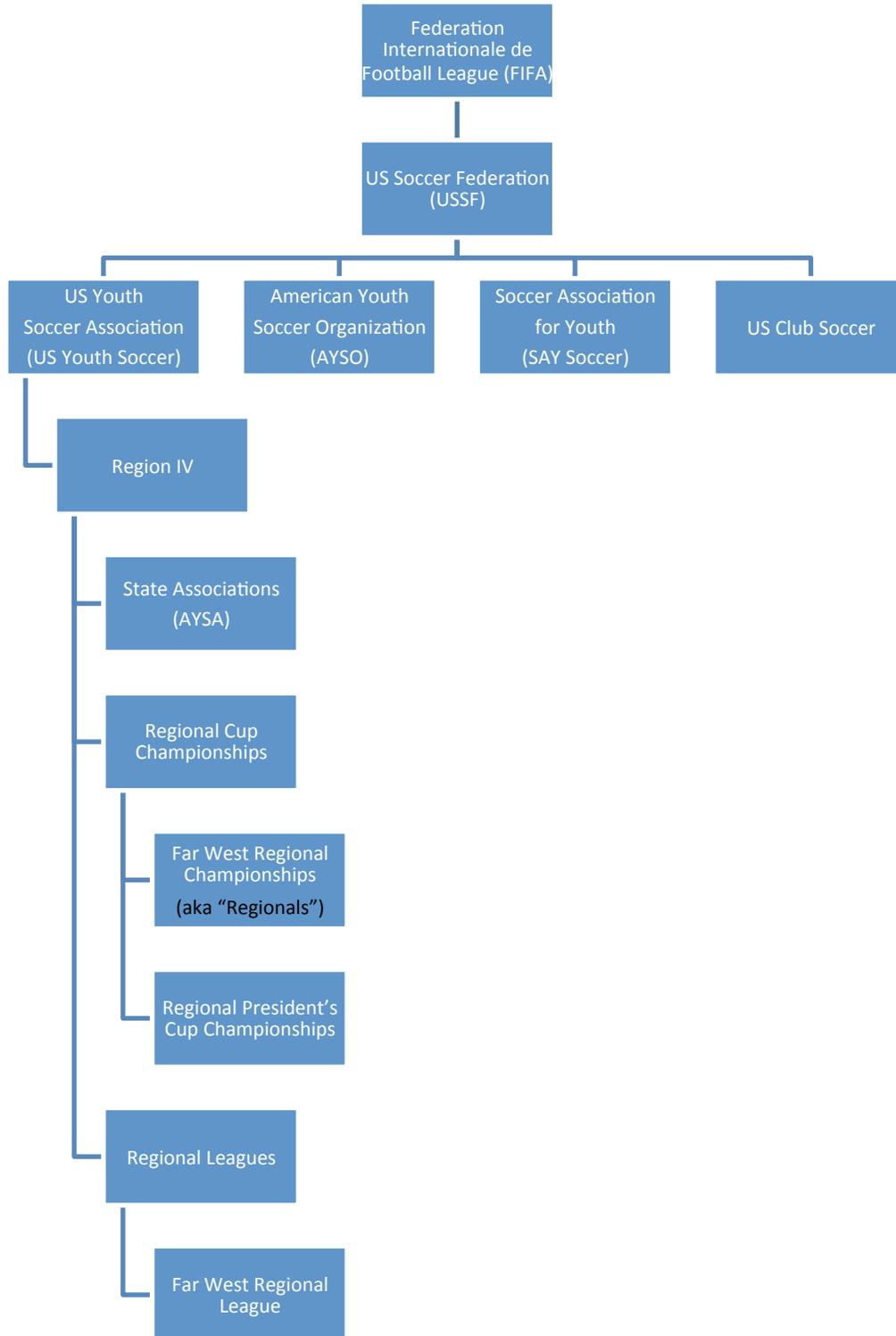
- 2.5 **Federation Internationale de Football League (FIFA):** The world governing organization for soccer, headquartered in Zurich, Switzerland. The highest authority for administration of international playing rules, international competitions, and technical/educational development programs.
- 2.6 **Olympic Development Program (ODP):** A program developed and administered by US Soccer and supported by the US Olympic Committee (USOC). US Soccer and its affiliates identify and develop players for participation on state, regional and national teams.
- 2.7 **United States Olympic Committee (USOC):** The national governing body for selecting and developing Olympic athletes and teams for Olympic competitions.
- 2.8 **United States Soccer Federation (USSF):** The national governing organization for soccer in the United States, headquartered in Chicago, IL. The USSF is affiliated with FIFA and is recognized by the United States Olympic Committee (USOC).
- 2.9 **United States Youth Soccer (US Youth Soccer):** The division of US soccer which governs youth soccer, headquartered in Richardson, TX.
- 2.10 **Add:** The addition of a player to a team's roster.
- 2.11 **Age Division:** US Youth Soccer's method of organizing competition by grouping players by birth date. The youngest age division in which a team may play is determined by the age of the oldest player on the team as of August 1st of the previous seasonal year.
- 2.12 **Eligibility to Play:** A player or team which is properly registered, not under suspension or in bad standing, and which is eligible to participate according to the rules of the competition.
- 2.13 **Foul and Abusive Language:** Verbal abuse or threats, including racial or ethnic slurs, whether or not directed to one or more individuals.
- 2.14 **Guest or Loan Player:** A properly registered player participating in a competition for a team to which the player is not rostered.
- 2.15 **League Oversight Committee:** A group of individuals appointed by AYSA's Director of Competition, charged with the following:
- 2.15.1 Oversee the operations of the CAZSL.
 - 2.15.2 Provide clarification and/or interpretations to CAZSL policies and rules where no policies/rules exist or are otherwise unclear.
 - 2.15.3 Provide recommendations to the policies and rules of the CAZSL.
- 2.16 **Participant:** Any player, coach, manager or other person associated with a team.
- 2.17 **Recruiting:** The process of attracting players to join a team or club.
- 2.18 **Rostering:** The assignment of a registered player to a team.
- 2.19 **Sanction:** The authorization extended by USSF or one of its affiliates to conduct an official competition and/or travel out of state and/or out of country.
- 2.20 **League Season:** The period of time designated for scheduled competitions of a league from opening of league registration through the last match played.

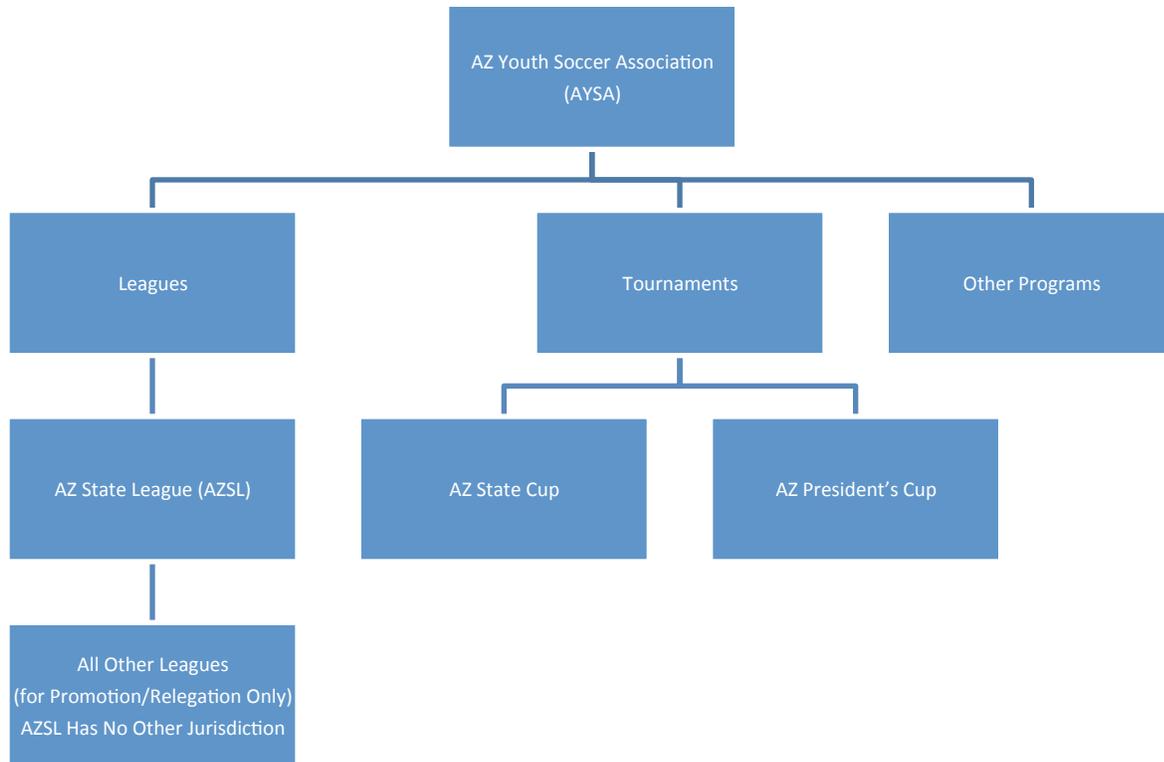
- 2.21 **Seasonal Year:** Established by US Soccer, extends from September 1st of a given calendar year through August 31st of the following calendar year.
- 2.21.1 **Note:** For the U12-U14 age groups, the CAZSL divides the seasonal year into two seasons: a fall season and a winter season.
- 2.22 **Spectator:** Any person associated with the team present at a youth soccer event who is not a participant or official. Spectators are subject to all CAZSL rules and procedures applicable to participants.
- 2.23 **Suspension:** The temporary withdrawal of rights and privileges.
- 2.24 **Tier 1:** AYSA's highest level of team registration, also called a "National Team". The required level of registration to participate in the CAZSL.
- 2.24.1 Uses tryouts, invitations, recruiting and/or similar process to roster players selectively to any team on the basis of talent or ability.
- 2.24.2 One or more rules restrict the manner in which players may be rostered to participating teams. *Reference: US Youth Soccer National Championships Rule 221, Team Eligibility, Section 2(a)(1).*
- 2.24.3 Eligible to participate in the CAZSL or other AYSA sanctioned league(s).
- 2.24.3.1 **Note:** All players participating in the CAZSL must be registered in Tier 1.
- 2.24.4 Eligible to participate in either the Arizona President's Cup Championships (formerly Open Cup) or the Arizona State Cup Championships. **Note:** Only CAZSL Div 2 teams are eligible for President's Cup Championships.
- 2.24.5 Player passes are issued.
- 2.25 **Coed Team:** A team composed of both male and female players. For purposes of the CAZSL, a Coed Team is considered a Boys' Team, and must participate in a boys' division. A Coed Team may not participate in a girls' division.
- 2.26 **Team Representative:** Any coach, manager, parent, or club official who has been delegated the right to represent a team.
- 2.27 **Transfer:** The process by which a player changes club affiliation, moving from one club to another.
- 2.27.1 A maximum of five (5) transfers are allowed for teams which participate in the Arizona State Championships (State Cup) during the seasonal year. There is no limitation of transfers for teams which do not participate in the Arizona State Championships.
- 2.27.2 A player leaving one club and re-registering to a team within a different club is considered a transfer, regardless of the tier level to which he/she is registered.
- 2.28 **Move:** The process by which a player changes team affiliation within the same club.
- 2.28.1 The number of player movements is unlimited, but must be within the same club.
- 2.28.2 A player moving to a team in a different club is considered a transfer.
- 2.29 **Tryout(s):** Any training, practice or evaluation session used to evaluate player ability for placement on a team.
- 2.30 **Voluntary Release:** The removal of a player from a team's roster at the request of the player.
- 2.31 **Drop:** A player may be released from a team by the coach only if the player is unable to play for one of the following reasons: *Reference: AYSA bylaw 805, Section 4.*
- 2.31.1 The player has violated rules of the US Soccer, US Youth Soccer or the AYSA;

- 2.31.2 The player has moved beyond a reasonable travel distance; the determination of “reasonable travel distance” is subject to definition by the AYSA; and/or,
- 2.31.3 The player is injured in such a manner that the player will not be able to participate for the remainder of the season.

3 ORGANIZATIONAL STRUCTURE

3.1 The CAZSL is administered by the AYSA. The AYSA falls under the auspices of US Youth Soccer. However, AYSA’s various competitions and rules of play are ultimately governed by several different organizations.





4. LEAGUE MANAGEMENT

- 4.1 The CAZSL will be managed by an Executive Director appointed by AYSA. The Executive Director will administer the league under the oversight of the League Oversight Committee and AYSA, and shall:
- 4.1.1 Coordinate daily CAZSL activities.
 - 4.1.2 Schedule matches between teams participating in the CAZSL.
 - 4.1.3 Arrange for the assigning of referees for scheduled matches.
 - 4.1.4 Track match results (scores) and team standings.
 - 4.1.5 Notify the League Oversight Committee of any issues, including but not limited to unplayed matches.
 - 4.1.6 For the 2015-2016 seasonal year, the Executive Director can be reached via Email using games.azyouthsoccer@gmail.com.
- 4.2 A League Oversight Committee will be appointed by AYSA's Director of Competition. The committee shall:
- 4.2.1 Provide clarification and/or interpretations to CAZSL policies and rules where no policies/rules exist or are otherwise unclear.
 - 4.2.2 Provide recommendations to the policies and rules of the CAZSL.
 - 4.2.3 Act as arbiter in conflicts, disagreements, and similar instances.
- 4.3 Disciplinary matters will be forwarded to the Discipline and Rules Committee (D&R). The D&R Committee is appointed by AYSA's Vice President. Issues which the D&R Committee will oversee will include, but not be limited to:
- 4.3.1 Participant behavior.
 - 4.3.2 Match ejections.
 - 4.3.3 Disciplinary matters involving members of the League Oversight Committee.

5 GENERAL PROVISIONS

- 5.1 These provisions shall govern:
- 5.1.1 All participants of the CAZSL.
 - 5.1.2 All competitions sanctioned by the CAZSL unless the rules of a specific competition, as approved in advance by the League Oversight Committee, provide otherwise.
- 5.2 Each club shall designate the following representatives. One individual may serve in multiple capacities.
- 5.2.1 **Club Director of Coaching:** Shall be responsible for attending CAZSL meetings and disseminating information from the CAZSL to the club's teams, players, parents and other officials.
 - 5.2.2 **Club Registrar:** Shall be responsible for the proper registration of its players, teams and club officials; proper accounting of fiscal transactions and accurate reporting to the CAZSL.
- 5.3 Each club is responsible for its players, coaches, managers, team representatives and spectators adherence to the CAZSL provisions, policies and rules. Each club shall ensure that the actions of all associated individuals, on and off the field, do not bring the CAZSL into disrepute.
- 5.3.1 Each club must maintain a position of Good Standing in order to maintain its membership in CAZSL. Club conduct, business practices, and behavior will be monitored and evaluated by AYSA for compliance with the rules, policies, and bylaws in order to

maintain Good Standing in CAZSL. Teams not found to be in Good Standing may be placed on probation, subject to sanction or expulsion as deemed by the Board of Directors.

- 5.4 Each team shall register to the CAZSL on or before the dates prescribed by the CAZSL. Registration deadlines shall be established by the CAZSL and shall be communicated to the Club Representatives via CAZSL meetings, email and/or the AYSA website.
 - 5.4.1 The CAZSL reserves the right to reject any club or team application to the CAZSL, at its sole discretion, if it is determined that acceptance of the club or team would be detrimental to the CAZSL or its mission statement.
 - 5.4.2 A player may be registered on only one CAZSL affiliated team at any time.
 - 5.4.3 Prior to participation in any sanctioned CAZSL event, each team and its players shall:
 - 5.4.3.1 Be properly registered with AYSA.
 - 5.4.3.2 Have paid the appropriate AYSA registration fees or have otherwise been approved by AYSA for participation.
 - 5.4.3.3 Have paid the appropriate CAZSL registration fees.

6 AGE LIMITS

- 6.1 Unless otherwise noted herein, the CAZSL shall divide play among teams by the age divisions established by US Youth Soccer.
- 6.2 A player whose birthday falls within the dates established by US Youth Soccer may not play down an age group without a written request from a doctor and approval by AYSA.
- 6.3 Maximum age requirements for each age group are as follows:
 - 6.3.1 **U12:** Players may be no older than a birth date of August 1, 2004.
 - 6.3.1.1 **Limitation:** A maximum of three (3) players from the U11 age group or younger may be registered or loaned to the team at one time.
 - 6.3.2 **U13:** Players may be no older than a birth date of August 1, 2003.
 - 6.3.3 **U14:** Players may be no older than a birth date of August 1, 2002.
 - 6.3.4 **U15:** Players may be no older than a birth date of August 1, 2001.
 - 6.3.5 **U16:** Players may be no older than a birth date of August 1, 2000.
 - 6.3.6 **U17:** Players may be no older than a birth date of August 1, 1999.
 - 6.3.7 **U18:** Players may be no older than a birth date of August 1, 1998.

7 CAZSL REGISTRATION AND ROSTER REQUIREMENTS

- 7.1 Prior to any team registering with CAZSL, a Club must submit a completed registration packet and be accepted by AYSA. This enables teams to then link to their clubs during the team registration process.
- 7.2 Each team shall register to the CAZSL on or before the dates prescribed by the CAZSL. Registration deadlines shall be established by the CAZSL and shall be communicated to the Club Representatives via CAZSL meetings, email and/or the AYSA website.
 - 7.2.1 The CAZSL reserves the right to reject any club or team application to the CAZSL, at its sole discretion, if it is determined that acceptance of the club or team would be detrimental to the CAZSL or its mission statement.
- 7.3 Each team name must be unique, distinguishable from any other team within CAZSL.
- 7.4 A player may be registered on only one CAZSL affiliated team at any time.
- 7.5 Prior to participation in any sanctioned CAZSL event, each team, its players, coaches, managers and other officials shall:
 - 7.5.1 Be properly registered with AYSA.

- 7.5.2 Have laminated passes with current seasonal year photo for each player, coach, manager, and team official.
- 7.5.3 Have paid the appropriate AYSA registration fees or have otherwise been approved by AYSA for participation.
- 7.5.4 Have paid the appropriate CAZSL registration fees.
- 7.5.5 Submit a disclosure form for all coaches, managers and other team officials.
- 7.5.6 Be registered with a sanctioned club who is a member of AYSA.
- 7.5.7 Not be in bad standing with AYSA or otherwise suspended from participation by AYSA.
- 7.5.8 Submit a team roster via the CAZSL on-line registration system. The roster must consist of the following number of players:

Age Group	Minimum on the Roster	Maximum on the Roster	Maximum Suited Up for a Match
U12	7 Players	18 Players	18 Players
U13	7 Players	22 Players	18 Players
U14	7 Players	22 Players	18 Players
U15	7 Players	22 Players	18 Players
U16	7 Players	22 Players	18 Players
U17	7 Players	22 Players	18 Players
U18	7 Players	22 Players	18 Players

- 7.5.8.1 **U12 Limits:** A maximum of three (3) players from the U11 age group or younger may be registered or loaned to a U12 team at one time.
- 7.5.8.2 **U13-U18 Limits:** A maximum of (18) players may suit up (dress) for a match. Additional players on the roster up to the maximum number of (22) may be in the technical area with the team during the match. However, such players may not wear the team jersey/uniform, substitution jersey, or other such clothing which may make it difficult for the referee to distinguish them from active participating players.

8 PLAYER LOAN POLICIES

- 8.1 For all age groups, the number of loan players is unlimited. All loan players shall be designated as “loan” players on the score card.
 - 8.1.1 Loan papers are not required.
- 8.2 No player registered to a team participating in the CAZSL may play in local, regional leagues such as Port of Subs Open League or Pima County Junior Soccer League.
- 8.3 No player registered to a team participating in the CAZSL may play in a CAZSL match for another team, regardless of whether the team is in the same club or not, i.e. club affiliation is not a factor.
- 8.4 A player may not be loaned to an CAZSL team from a team participating in any of the following:
 - 8.4.1 Chipotle Arizona State League (CAZSL)
 - 8.4.2 Far West Regional League (FWRL)
 - 8.4.3 US Youth Soccer National League
 - 8.4.4 Elite Clubs National League (ECNL)
 - 8.4.5 Western College Development Academy (WCDA)
 - 8.4.6 Real Salt Lake – Arizona Academy
 - 8.4.7 Other leagues/academies which, in the opinion of AYSA, may offer a team participating in the CAZSL a competitive advantage by loading up on players otherwise not participating in the CAZSL.
- 8.5 A player from any other AYSA sanctioned league, including the Port of Subs Open League, PCJSL, Futbolito Bimbo, etc., may be loaned to a CAZSL team.

9 PLAYER TRANSFER POLICIES

- 9.1 A multiple rostered player, after he/she has played his/her first match sanctioned by AYSA, who requests a transfer will lose his/her multiple status by such request. Reference: AYSA Bylaw 805, Section 1.
- 9.1.1 Note: A player may play for only one team in any competition sponsored by US Youth Soccer. Reference: AYSA Bylaw 805, Section 5.
- 9.2 Any player registered to a team is bound to that team for the entire seasonal year unless he/she requests and obtains a transfer or move. All requests for release or transfer shall be submitted to the AYSA Registrar on an AYSA transfer form. The reason for the request to transfer must be stated in the appropriate place on the form. Reference: AYSA Bylaw 805, Section 2.
- 9.2.1 Players are obligated to fulfill all financial obligations agreed to with the club/team from which the players transfer. However, a transfer may not be blocked due to unfulfilled financial obligations.
- 9.2.1.1 The club may, at its discretion, conduct a hearing. If the player is found to owe money to the club he/she is leaving, the results of the hearing are then forwarded in writing to AYSA.
- 9.2.1.2 AYSA places the player in bad standing, notifying the player and the club to which he/she transferred. The player's pass is withheld and the player may not play in sanctioned events until the financial obligations are fulfilled.
- 9.2.1.3 The player may appeal the original club's findings, at which time AYSA will conduct an appeals hearing.
- 9.3 A player may be released from a team by the coach only if the player is unable to play for one of the following reasons: Reference: AYSA bylaw 805, Section 4.
- 9.3.1 The player has violated rules of the US Soccer, US Youth Soccer or the AYSA;
- 9.3.2 The player has moved beyond a reasonable travel distance; the determination of "reasonable travel distance" is subject to definition by the AYSA; and/or,
- 9.3.3 The player is injured in such a manner that the player will not be able to participate for the remainder of the season.
- 9.4 **Transfers vs. Moves**
- 9.4.1 Transfer: The process by which a player changes club affiliation, moving from one club to another.
- 9.4.1.1 Players who transfer from one club to another after November 1st will be ineligible for play in the Arizona State Championships, a.k.a. State Cup (see section 9.5 below).
- 9.4.1.2 A maximum of five (5) transfers are allowed for teams which participate in the Arizona State Championships (State Cup) during the seasonal year. There is no limitation of transfers for teams which do not participate in the Arizona State Championships.
- 9.4.1.3 A player leaving one club and re-registering to a team within a different club is considered a transfer, regardless of the tier level to which he/she is registered.
- 9.4.2 Move: The process by which a player changes team affiliation within the same club.
- 9.4.2.1 The number of player movements is unlimited, but must be within the same club.
- 9.4.2.2 A player moving to a team in a different club is considered a transfer.
- 9.5 Per AYSA Registration rules, players who transfer from one club to another after November 1st will be ineligible for play in the Arizona State Championships (State Cup). Any transfer after November 1st will be allowed, subject to the following conditions:

- 9.5.1 Movements (moves) from one team to another within the same club are not subject to the November 1st deadline.
- 9.5.2 If the player transfers on or prior to November 1st, the transfer is considered a normal transfer subject to the rules of transfer.
- 9.5.3 A player who is not enrolled in high school and whose club team has disbanded for the high school season may be loaned to another team from November 1st to the end of the high school season. If the player’s original team does not re-form after the high school season, the player will be allowed to transfer to another team for the remainder of the season. Any player who is on loan to another team is bound to the original team and will become ineligible for any Cup competition or CAZSL matches if he/she does not return to his/her original team after the loan period.
- 9.5.4 In recognition that there may be individual situations not foreseen by AYSA in the development of this rule, a player may appeal a decision. The dissolution of a team will be considered as such a potential situation on a case-by-case basis. However, if the potential transfer of a player(s) from a team would cause the original team to dissolve, the transfer may not be recognized as an exception to the November 1st rule.

10 LEAGUE STRUCTURE

- 10.1 The league will be divided by gender and age group into a series of divisions. Each age group, by gender, will have two (2) divisions, consisting of the following number of teams:

Age Group	Division I	Division II
U12	8 Teams	8 Teams
U13	8 Teams	8 Teams
U14	8 Teams	8 Teams
U15	8 Teams	8 Teams
U16	8 Teams	8 Teams
U17	8 Teams	8 Teams
U18	8 Teams	8 Teams

10.2 Number of Matches

- 10.2.1 Teams participating in the U12-U14 age groups will play two seasons (Season I and Season II), a fall season and a winter season. Teams must participate in both seasons.
 - 10.2.1.1 Each team in the U12-U14 age groups will play every other team in its division, each season, for a total of seven matches per season.
- 10.2.2 Teams participating in the U15-U18 age groups will play one season. Teams must play all matches
 - 10.2.2.1 Each team in the U15-U18 age groups will play every other team in its division once, for a total of seven matches.
 - 10.2.2.1.1 CAZSL may establish MANDATORY PLAY DATES on weekends without AYSA sanctioned tournaments in an effort to ensure CAZSL games are completed. Mandatory game dates may NOT be blacked out.
 - 10.2.2.1.2 U15-U18 games may be scheduled Wednesday through Sunday, depending on field availability.

10.3 Division Formation: Start of the Seasonal Year

- 10.3.1 Teams will begin the seasonal year according to the rules of promotion/relegation from the previous year.
 - 10.3.1.1 **New Teams**

- 10.3.1.1.1 A new team (one which did not participate in the CAZSL the previous season) wishing to apply to State League must be the first or second team in one of the qualifying leagues, or must submit verifiable evidence that the team's level of play is at least equal to other teams' level of play at that level. After the team has applied, the State League Oversight Committee will consider the request for the upcoming season. Current qualifying leagues include:
- 10.3.1.1.1.1 Maricopa County League
 - 10.3.1.1.1.2 PCJSL
 - 10.3.1.1.1.3 Futbolito Bimbo (or other registered Latino league)
 - 10.3.1.1.1.4 Far West Regional League (FWRL)
- 10.3.1.2 **Dissolved Teams/Clubs or Teams Switching Clubs**
- 10.3.1.2.1 A team no longer exists if its numbers (returning players + new players) fall below the minimum set forth in section 7 by the end of the team registration period.
- 10.3.1.2.2 If a team leaves a club, the club will retain the position previously held by the team. The club will have the option of fielding a team for that position or relinquishing the position. If a club relinquishes the position the rest of the teams in the bracket will move up one position.
- 10.3.1.2.2.1 Any team which switches clubs loses its position in the CAZSL and must play a season in a qualifying league (see above) and finish either 1st or 2nd to be eligible for the CAZSL the following season.
 - 10.3.1.2.2.2 The State League Oversight Committee may rule to return a team to CAZSL play after considering the impact to other qualifying teams and competitive play standards.
- 10.3.2 **Relegation from Division I**
- 10.3.2.1 Teams which finished in either of the two last positions (places) in Division I at the end of the prior seasonal year will be relegated to Division II.
- 10.3.3 **Relegation from Division II**
- Teams which finished in either of the two last positions (places) in Division II at the end of the prior seasonal year will be relegated out of the CAZSL.
- 10.3.4 **Promotion to Division I from Division II**
- 10.3.4.1 Teams which finished in either of the first two positions (places) in Division II at the end of the prior seasonal year may be promoted to Division I of the CAZSL if open position(s) exist.
- 10.3.5 **Promotion from Other Leagues**
- 10.3.5.1 At the conclusion of the seasonal year, the League Oversight Committee will review the top finishers from other sanctioned leagues for possible promotion into Division II of the CAZSL. All age groups will be considered. The League Oversight Committee will focus on the top two finishers by age group/gender in each league. Criteria to be used for consideration shall include, but not be limited to (in order):
- 10.3.5.1.1 League results.
 - 10.3.5.1.2 Head-to-head results against other teams being considered for the same promotion.
 - 10.3.5.1.3 Head-to-head results against teams currently in CAZSL.
 - 10.3.5.1.4 Tournament results.
 - 10.3.5.1.5 Information provided by the league.
 - 10.3.5.1.6 Information provided by the coach.

- 10.3.5.1.7 Information provided by competing coaches.
- 10.3.6.2 Relegated teams may be ranked no higher than third on the eligibility for promotion list in any division.
- 10.4 **Promotion/Relegation: Season II (U12-U14 Only)**
- 10.4.1 Teams in the U12-U14 age groups will go through a promotion/relegation process at the end of the Season I to reconstitute the divisions for the Season II.
- 10.4.2 **Relegation from Division I**
- 10.4.2.1 Teams which finished in either of the two last positions (places) in Division I at the end of Season I will be relegated to Division II.
- 10.4.3 **Relegation from Division II**
- 10.4.3.1 Teams which finished in either of the two last positions (places) in Division II at the end of Season I may be relegated out of the CAZSL.
- 10.4.4 **Promotion to Division I**
- 10.4.4.1 Teams which finished in either of the first two positions (places) in Division II at the end of Season I will be promoted to Division I of the CAZSL.
- 10.4.5 **Promotion from Other Leagues**
- 10.4.5.1 At the conclusion of Season I, the League Oversight Committee will review the top finishers from other sanctioned leagues for possible promotion into Division II of the CAZSL. The League Oversight Committee will select the top two finishers by age group/gender in each league for consideration for CAZSL. Criteria to be used for consideration shall include, but not be limited to (in order):
- 10.4.5.1.1 League results.
- 10.4.5.1.2 Head-to-head results against other teams being considered for the same promotion.
- 10.4.5.1.3 Head-to-head results against teams currently in CAZSL.
- 10.4.5.1.4 Tournament results.
- 10.4.5.1.5 Information provided by the league.
- 10.4.5.1.6 Information provided by the coach.
- 10.4.5.1.7 Information provided by competing coaches.
- 10.5 **Declining a Position in the CAZSL**
- 10.5.1 At the beginning of the seasonal year, a team may decline a position in the CAZSL. By declining a position, the team will not be considered for inclusion in the CAZSL for the entire seasonal year.
- 10.6 **Scoring**
- 10.6.1 All matches will count in the standings, whether or not they are actually played.
- 10.6.2 For purposes of defining team standings, teams will earn the following points:
- 10.6.2.1 Win 3 points
- 10.6.2.2 Win by Forfeit = 3 points
- 10.6.2.3 Tie = 1 point
- 10.6.2.4 Loss = 0 points
- 10.6.2.5 Forfeit Loss = -3 points
- 10.6.2.6 Unplayed Match = refer to section 0 points
- 10.6.3 **Tiebreaker Criteria:** The following criteria shall be used, in sequence, as tiebreakers when two or more teams are tied in points in divisional standings:
- 10.6.3.1 Two Way Tie Breaker
- 10.6.3.1.1 Head-to-head competition between the tied teams. **Note:** See below for criteria to be used when more than two teams are tied.
- 10.6.3.1.2 Goals differential (goals scored minus goals allowed). A limit of four will be counted per match.

- 10.6.3.1.3 Least goals allowed. A limit of four will be counted per match.
- 10.6.3.1.4 Most goals scored. A limit of four will be counted per match.
- 10.6.3.1.5 Most wins.
- 10.6.3.1.6 Most shutouts.
- 10.6.3.1.7 In the event a tie remains between teams which may be promoted/relegated at the end of the 1st season (U11-U14 only) or the end of the seasonal year, the tied teams will play a shootout (FIFA kicks from the mark).
- 10.6.3.2 More than Two Teams Tied. If more than two teams are tied, the tie-breaking criteria listed in this section will be used in the order shown, beginning at 10.6.3.2.1, to either advance or eliminate a team or teams. After EACH step below (10.6.3.2.1, then 10.6.3.2.2, etc.) if this More Than Two Teams Tied process results in two teams remaining, then the 10.6.3.1 Two Way Tie Breaker is used which includes Head to Head results.
 - 10.6.3.2.1 Goals differential (goals scored minus goals allowed). A limit of four will be counted per match.
 - 10.6.3.2.2 Least goals allowed. A limit of four will be counted per match.
 - 10.6.3.2.3 Most goals scored. A limit of four will be counted per match.
 - 10.6.3.2.4 Most wins.
 - 10.6.3.2.5 Most shutouts.
- 10.6.4 **Forfeits**
 - 10.6.4.1 A team awarded a forfeit win will be awarded 3 team points.
 - 10.6.4.2 The team forfeiting the match will have 3 points deducted from their team's total points.
 - 10.6.4.3 The score shall be recorded as 4-0.
 - 10.6.4.4 The team forfeiting the match will be fined \$100.00 for the first infraction.
 - 10.6.4.4.1 A second infraction will result in a \$300.00 fine. The coach and the club's Director of Coaching will be summoned to a hearing by the League Oversight Committee for review and possible additional disciplinary action.

11 FIELDS AND SCHEDULING

11.1 Fields Selection

- 11.1.1 It is the goal of CAZSL to utilize regional fields which are best-suited for the top level of competition in Arizona. However, it is to be understood that certain fields may not be available to CAZSL, or may be logistically- or cost-prohibitive. CAZSL reserves the right to schedule matches wherever needed to play the matches. Fields may be utilized anywhere within the state.
- 11.1.2 Criteria considered in the field selection shall include, but may not be limited to:
 - 11.1.2.1 Quality of the fields.
 - 11.1.2.2 Cost to rent the fields. Includes actual rental costs, fees for security, site management, site maintenance, portable restrooms, field set-up (painting, goals, flags), parking, etc.
 - 11.1.2.3 Number of fields at the site.
 - 11.1.2.4 Number of hours which fields are available at the site.
 - 11.1.2.5 Location of the fields in relation to teams playing.
 - 11.1.2.6 Availability of CAZSL staff.
 - 11.1.2.7 Availability of referees.
 - 11.1.2.8 Availability of volunteers.

11.2 Scheduling

11.2.1 Number of Matches

- 11.2.1.1 In each of Season I and Season II, each team will play every other team in its division, for a total of (7) matches per season, or (14) for the seasonal year.
- 11.2.1.2 Each U15-U18 team will play every other team in its division once, for a total of (7) matches.

11.2.2 Blackouts

- 11.2.2.1 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.
 - 11.2.2.1.1 In Season I, each team will be afforded one (1) blackout weekend.
 - 11.2.2.1.2 In Season II, U12-U14 teams will be afforded three (3) blackout weekends.
- 11.2.2.2 Blackouts must be properly entered by each team in its online account at the time of registration. Blackouts may be revised up until the start of scheduling (time when CAZSL begins work on schedules). At the start of the scheduling process, no further changes will be allowed.
 - 11.2.2.2.1 **Note:** Blackouts not registered correctly will not be recognized by CAZSL. This includes registration by email, entry of blackouts in comment boxes, etc. CAZSL currently uses Got Soccer for scheduling. Blackouts must be entered specifically in the designated area of the team's Got Soccer account using the Got Soccer blackout calendar, NOT the comments box.
- 11.2.2.3 Blackouts may not be split. For example, a team which is only unavailable on a Saturday (but is available on the Sunday) cannot split a blackout for use only on the Saturday. A registered blackout will remove the team from all matches for that weekend.

11.2.4 Available Play Dates

- 11.2.2.4 Each date of each season will be considered an available play date, except for those dates officially registered as blackouts.
- 11.2.2.5 Teams must be available to play on the specified rain dates, even if not originally scheduled.
- 11.2.2.6 Matches will not be scheduled for high school age teams (U15-U18) during the high school season.
 - 11.2.2.6.1 Players on high school teams may participate in the high school season. Upon completion of the high school season, players may return to their original club team without the need for transfer or loan paperwork.
 - 11.2.2.6.2 Players not participating on high school teams may participate in the league during the high school season. Should the original club team temporarily disband to participate in the high school season, remaining players may be temporarily loaned to other teams in order to participate in league play. At the conclusion of the high school season, the players must then return to the original club team. If players do not return and instead register to another club, transfer rules will apply.

11.2.5 Coaching Conflicts

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

- 11.2.5.2 CAZSL will not consider a coach's schedule in other leagues or tournaments unless a blackout has been utilized.
- 11.2.5.3 Schedules will not be changed once posted should a change in coaches occur on a team.
- 11.2.6 **Postponements**
 - 11.2.6.1 No postponements will be granted except for events beyond the control of CAZSL (weather, field closures, etc.) as determined by CAZSL.
 - 11.2.6.2 Matches postponed due to inclement weather will be rescheduled on the first rain date established by CAZSL. All teams are required to play on that date unless both teams agree to an alternate play date. In that case, the team initiating the request must provide (and pay for) a suitable field and referees (including payment of referees). Written authorization by the head coach of each team must be received by CAZSL prior to an alternate date being approved.
 - 11.2.6.2.1 In the case of a rescheduled match in which two teams agreed to play on an alternate date and not on the official CAZSL rain date, if a team is then unable to play the match, the match will be declared a forfeit in favor of the "available" team. All provisions of the forfeiture clause will then apply.
 - 11.2.6.2.2 In the event a match is unable to be played due to inclement weather, closure of fields, etc., the match score will be recorded as 0-0.
 - 11.2.6.2.3 In the event a coach/team is refuses or is otherwise unable to reschedule a match due to other conflicts, a forfeit will be applied.
 - 11.2.6.3 If a match is terminated due to weather or other field-related considerations, the match shall be considered complete if 10 minutes of the second half have elapsed before the match was terminated. If the match was of lesser duration, it shall be replayed.
- 11.2.7 **Forfeitures**
 - 11.2.7.1 In the judgment of the referee, if one team is not ready to play within 15 minutes after the scheduled start of a match, then the opposing team shall be awarded a victory by forfeit. All provisions of the forfeiture clause will then apply. If a coach or team representative is not present, the team will be judged as not ready to play.
 - 11.2.7.2 No team may participate in a scheduled match without a coach or team representative, properly registered to the team or club. If a coach or team representative is not present within 15 minutes after the scheduled start of a match, then the opposing team shall be awarded a victory by forfeit. All provisions of the forfeiture clause will then apply.
- 11.2.8 **Game Day Seating**
 - 11.2.8.1 Both teams will sit on the same side of the field with ALL spectators sitting on opposite side. The home team should sit on the north/west side of the half line. The visiting team shall sit on south/east of half line.

12 MISCONDUCT

- 12.1 Referee may display red or yellow card to coach, team manager or non-player as outlined by Law 12 of the Laws of the Game.
- 12.2 All participants and spectators in CAZSL activities shall be subject to all misconduct rules noted in the Laws of the Game as well as those contained herein, regardless of whether they have passes and regardless of whether the referee displayed a yellow or red card. The CAZSL may investigate

misconduct that is not noted in a referee's game report but is reported in writing to the CAZSL by any individual.

- 12.3 A participant whose pass has been retained or who has been notified of suspension shall be ineligible to participate in any CAZSL sanctioned match until the pass is returned to the team representative or the suspension satisfied. Any individual who participates in a match while ineligible shall be subject to further disciplinary action. Any team which permits an ineligible player to participate in a match shall forfeit all matches in which that player participated and the coach or team representative shall be subject to further disciplinary action.
- 12.4 Any team which refuses to take the field without cause, refuses to travel to an assigned game site without cause, or quits a match prior to its completion, shall be subject to a disciplinary hearing.
- 12.5 A referee may suspend play when necessary due to spectator or participant interference or harassment until the individual(s) creating the disturbance leaves the playing area to a distance of satisfaction to the referee. Said individual(s) shall remain silent for the duration of the match and take no further part in the match. Failure of the individual(s) to comply with the referee's request within two minutes may result in the referee's terminating the match and further disciplinary action by the CAZSL.
- 12.5.1 Spectator(s) creating a disturbance may also be requested to leave the playing area by a league official (site coordinator, CAZSL staff, AYSA staff, etc.).
- 12.6 Any participant or spectator who refuses to give his or her correct name to the referee or other league official while being cautioned, sent off or otherwise disciplined shall be subject to additional disciplinary action.
- 12.7 The possession, consumption or use of any alcoholic beverage, drug of abuse or controlled substance or the possession or use of any firearm at the field area by any player, coach, referee, team official or spectator prior to, during or after the playing of any CAZSL activity is prohibited. Any individual who violates this provision shall be subject to disciplinary action.
- 12.8 All allegations of referee misconduct, unethical conduct, or conflict of interest occurring as a result of sanctioned youth matches shall be directed to the AYSA office. AYSA shall communicate such allegations promptly to the State Referee Administration.

13 PENALTIES

- 13.1 Penalties, sanctions and fines, unless otherwise noted herein, will be governed by the bylaws of AYSA. As allowed by those bylaws, the CAZSL may institute stricter measures. However, in no case may lesser measures be allowed.
- 13.2 The following penalties/fines will be assessed where applicable:
- 13.2.1 A team which registers for CAZSL, then withdraws after schedules are published but prior to the first match, will forfeit its entire entry fee. If feasible, a new team may be placed into the division to replace the withdrawn team. In such a case, the CAZSL will follow the promotion/relegation guidelines.
- 13.2.2 A team which registers for CAZSL, then withdraws after having played at least one match in the league, will forfeit its entire entry fee. Additionally, the team will be fined \$100.00 per match. No matches played will count in the standings. All such matches played will be recorded as 0-0. Additionally, a new team will not be placed into the division to replace the withdrawn team.

13.3 A team which refuses to travel to a game site without cause will be fined \$250.00. If a second violation occurs, the team’s club will be fined \$500.00. In the event of a second violation, both the team coach/representative and a club representative shall be subject to a disciplinary hearing and possible suspension from the CAZSL.

13.3.1 Any game(s) affected by a team’s refusal to travel will result in forfeiture of said game(s). Fines listed above are in addition to the forfeiture penalties.

13.3.2 **Note:** Suspension from the CAZSL may not necessarily be limited to the offending team, but may include any and all teams from the club.

13.4 Red Card Suspensions Standards

Offense	<u>Minimum Suspension for Player</u>	<u>Minimum Suspension for Coach or Team Representative</u>
Second Caution	1 Game	2 Games
Foul or Abusive Language directed at anyone other than a game official	1 Game	2 Games
Serious Foul Play – Denies an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball; Denies an obvious goal scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick, in a non-dangerous way (i.e. pulling a jersey).	1 Game	Not Applicable
Serious Foul Play other than above	2 Games	Not Applicable
Violent Conduct	3 Games	4 Games
Foul or Abusive Language directed at a game official	3 Games	4 Games
Irresponsible Bench Behavior	2 games	2 games

14 GRIEVANCES, PROTESTS, AND APPEALS

14.1 15 Requirements for filing grievances, protests and appeals shall be in accordance with AYSA bylaws (Part VII, Bylaws 701 to 721)

15 GENERAL MATCH POLICIES

15.1 Players must be born on or after : **Refer to Section 6.3**

15.2 Maximum number of players on the roster:

Age Group	Maximum on the Roster	Maximum Suited Up for a Match
U12	18 Players	18 Players
U13	22 Players	18 Players
U14	22 Players	18 Players
U15	22 Players	18 Players
U16	22 Players	18 Players
U17	22 Players	18 Players
U18	22 Players	18 Players

- 15.3** For all the age groups, the number of loan players is unlimited except for the U12 age group. A maximum of three (3) players from the U11 age group or younger may loaned to a U12 team. All loan players shall be designated as “loan” players on the score card.
- 15.3.1 Loan papers are not required.
- 15.4** No player may play more than the equivalent of two (2) total game minutes in one day.
- 15.5** No CAZSL player may play in a POSL match.
- 15.6** No CAZSL player may be loaned to another CAZSL team, regardless of whether the team is in the same club or not, i.e. club affiliation is not a factor.
- 15.7** A player from another AYSA sanctioned league, including POSL, may be loaned to a CAZSL team.
- 15.8** Players registered to teams participating in the following leagues and academies may not participate in POSL matches.
- 15.8.1 FWRL
- 15.8.2 US Youth Soccer National League
- 15.8.3 ENCL/NPL
- 15.8.4 WCDA
- 15.8.5 Real Salt Lake-Arizona Academy
- 15.8.6 Other leagues/academies which, in the opinion of AYSA, may offer a team participating in the CAZSL a competitive advantage by loading up on players otherwise not participating in the CAZSL.

16 SCORE CARDS AND GAME DAY ROSTERS

- 16.1** The home team is responsible for printing the score card from Got Soccer, bringing it to the match, and presenting it to the referee.
- 16.2** It is strongly suggested that each team bring an additional copy of the score card, and present these to the referee with the original prior to the start of the match.
- 16.3** All players participating in the match must be noted on each score card. This includes players’ names, player ID number, and jersey number. Players listed on the score card but not participating in the match must be crossed off. Loan players must be designated as such. Hand written information is acceptable.
- 16.4** At the conclusion of the match, both coaches must sign the original score card, and copies, if presented. The referee will keep the original score card and present it to the field marshal, if one is available. The field marshal shall call in the score to Got Soccer, noting yellow/red cards, and send the card copies to the AYSA office.
- 16.4.1 A coach, who refuses to sign the score card, regardless if he/she agrees with the outcome or any portion of the match, will be considered as having been ejected from the match. Suspension rules will apply.
- 16.4.2 Note: If a field marshal is not available, the home team will keep the score card, call in the score to Got Soccer, noting yellow/red cards, and fax it into the AYSA office.
- 16.4.3 Score cards shall be kept on file at the AYSA office until the end of State Cup for that seasonal year.

16.4.4 Each team may keep the copy of the score card they brought for their own records.

17 UNPLAYED MATCHES

The purpose of this information is to help teams and clubs understand what AYSA leagues administrators do when league games are not played due to field condition, weather, and other instances out of control of league teams and for whatever reason cannot be made up before the end of the season. This is not a remedy for forfeit. Forfeit games are scored according to the rules of the league. This process is used when games simply are not played as described in this paragraph.

It is preferred that all league games get played. The teams have more control over games being played as scheduled and according to league rules than the league does. This process for missing games is used only when games are not played.

For missing games, a simple formula is applied to potentially add standings points for such unplayable games. The formula adds standings points based on the average rate at which a team has earned standings points for games which were played and have recorded scores for the season. Here is a very simple example:

- 17.1** At the end of the current season, Team A has played five games and has ten standings points.
17.2 Team A did not play one scheduled game near the end of the season and there was no way for the game to be made up.
17.3 Since Team A earns an average of two standings points per game played (ten standings points divided by five games played), in place of the sixth game (the missing game) the formula adds two points to the total standings points for Team A resulting in twelve standings points to be used in team placement in the final division standings.

The formula approach is very simple and is used when one or two game results for a season are missing. With more than two game results missing, the fairness of the formula diminishes and is used only with the approval of the league management. It is always preferred that games get played. If that is not possible, the information above is used to create standings.

18 GAME DAY MATCH RULES & POLICIES

18.1 General

- 18.1.1 Opposing coaches and players should shake hands after each game.
 18.1.2 Coaches and players should shake hands with the referee after each game.
 18.1.3 Spectators should not coach or instruct players during the game.
 18.1.4 No foul language or gestures.
 18.1.5 No derogatory comments to players, referees, coaches or spectators
 18.1.6 Suspend or abandon matches when lighting is near.
 18.1.7 No alcoholic beverages or smoking materials shall be consumed or allowed near the playing area.
 18.1.8 No dogs near the playing area.
 18.1.8.1 Note: Many field venues (parks) have more stringent rules where dogs are not allowed at all anywhere in the park. It is strongly recommended that coaches and managers request that spectators do not bring their dogs to matches.

18.2 THE FIELD

- 18.2.1 Field Dimensions: Approximately 110 yards long x 70 yards wide. Reasonable variations are allowed.
 18.2.2 Markings: Distinctive lines not more than five (5) inches wide.
 18.2.2.1 A halfway line shall be marked out across the field.
 18.2.2.2 A center circle should be marked with a radius of approximately (8) yards.
 18.2.2.3 Corner arcs should be marked with a (2) foot radius.

- 18.2.3 Goal Area: Six(6) yards from each goal post and six (6) yards into the field of play, joined by a line parallel.
- 18.2.4 Penalty Area: (14) yards from each goal post and (14) yards into the field of play, joined by a line parallel with the goal line.
- 18.2.5 Goals: (8) feet high x (8) yards wide. Reasonable variations are allowed. If the field does not meet the above qualifications, and the field is considered playable by the referee, then the game will be played.
- 18.2.6 Seating: Refer to Section 11.2.8
- 18.2.7 Coaches: Should remain in the coaches and players technical area at all times. If the technical area is not defined (lined), it shall be considered to extend 15 yards to the right of the half way line.
- 18.2.7.1 Failure to remain in the technical area may result in a caution from the referee. If a second caution is warranted, the coach may be ejected from the game.

18.3 THE BALL

- 18.3.1 Size 4- U12 only; Size 5- U13 through U18.
- 18.3.2 Each team shall be prepared to supply a game ball. The referee shall choose the ball be used.

18.4 NUMBER OF PLAYERS AND SUBSTITUTIONS

- 18.4.1 Maximum number of players on field = (11), including a goalkeeper.
- 18.4.2 Maximum number of players on the roster as follows:

Age Group	Maximum on the Roster	Maximum Suited Up for a Match
U12	18 Players	18 Players
U13	22 Players	18 Players
U14	22 Players	18 Players
U15	22 Players	18 Players
U16	22 Players	18 Players
U17	22 Players	18 Players
U18	22 Players	18 Players

- 18.4.3 Minimum number of players required to form a team and play a game is seven (7).
- 18.4.4 Substitutions: With the permission of the referee, substitutions may be made:
- 18.4.4.1 To a throw-in, by the team possessing the ball.
- 18.4.4.2 By either team prior to a goal kick.
- 18.4.4.3 After a goal is scored, by either team, prior to the kick-off.
- 18.4.4.4 After an injury when the referee has stopped play, by either team.
- 18.4.4.5 When a player has been cautioned. Only the cautioned players may be substituted. The opposing team may also substitute one player.

18.5 PLAYER EQUIPMENT

- 18.5.1 Tennis shoes or soft cleated soccer shoes. No toe cleat or metal cleats/spikes allowed.
- 18.5.2 Shin guards are mandatory.
- 18.5.3 All field players on a team shall wear similar colored jerseys, similar colored shorts, and similar colored socks. The color of the jerseys may differ from the color of the shorts and/or socks. Likewise, the color of the shorts may differ from the color of the jerseys and/or socks. Both socks must be of the same color, but the color may differ from that of the jerseys and/or shorts.
- 18.5.3.1 A legible, unique number is required on the back of each jersey (no duplicate numbers).
- 18.5.3.2 Players and substitutes may not change or remove their jerseys/numbers during the match.
- 18.5.3.3 Socks must be pulled up to completely cover the shin guards.

- 18.5.3.4 Only the undergarments (sliders, etc) which are the same color as the predominant color of the shorts may be worn.
- 18.5.4 The home team as designated in the schedule, regardless of the actual physical location of the game, will wear the team's lightest colored jersey. The visiting team will wear the team's darkest colored jersey. If both teams are wearing similar colored jerseys, the visiting team must change to its alternate jersey. If an alternate jersey is unavailable, the visiting team may wear pinnies to differentiate the two teams.
- 18.5.5 At the direction of the referee, a goalkeeper may be required to change jerseys, regardless of home/visitor status.
- 18.5.6 No jewelry (necklaces, bracelets, rings, earrings) or metal hair bows/pins. Bracelet are defined as any object encircling the wrist or arm. Exception: Medical Alert bracelets or necklace. These must be taped down. Taping of earrings/studs is NOT considered an exception. These must be removed.
- 18.5.7 Players with splints, casts, braces or other such devices may participate, if, in the opinion of the referee, these devices do not present an inherent danger to any players.

18.6 REFEREE

- 18.6.1 One (1) center referee properly licensed. Referee shall be assigned and paid by the league.
- 18.6.2 In the event a referee does not show up for the match, the match will be rescheduled.
- 18.6.3 The referee's judgment as to whether the field is suitable for play shall be final.
 - 18.6.3.1 Exception: The entity (city parks department, etc.) which controls the fields may close the field as required.
- 18.6.4 Referee's decisions on points of fact connected with the game shall be final.
- 18.6.5 Rule infractions should be briefly explained to the offending player. Refer to Section 13.4 for red card suspensions.
- 18.6.6 Prior to the start of the match, the referee shall:
 - 18.6.6.1 Verify the identity of each player by comparing the photo on the player pass with the player.
 - 18.6.6.2 Ensure that each coach participating has a proper coach's pass.
 - 18.6.6.3 Ensure that each player participating is properly noted on the score card, including player names, ID number, and jersey number. If a player does not have a player pass, the referee may allow the player to participate, with the understanding of:
 - 18.6.6.3.1 The referee will advise the non-offending team of the missing information.
 - 18.6.6.3.2 The referee will allow the offending team until half time to produce the pass. If the team fails to provide the pass by the start of the second half the game is declared a forfeit and the forfeit rules apply.
 - 18.6.6.3.3 The referee will record this information on the score card and the home team will call the game into Got Soccer as a 1-0 score.
 - 18.6.6.3.4 If the roster/score card is not available, the offending team will provide the referee a written list of the players' names, complete with ID numbers and jersey numbers.
 - 18.6.6.3.5 The fact that there is missing information is not a valid reason to not play the game or to protest the game.
 - 18.6.6.3.6 Upon the completion of the game and receipt of a game report, the league will review the situation. Disciplinary action against coaches and players could result, as well as forfeiture of the games, should the league find evidence of illegal players.
- 18.6.7 Upon completion of the match, the referee shall:

- 18.6.7.1 Report in writing the identity and details of the offense of any Participant who has been cautioned for sent off, or has committed equivalent misconduct prior to, during or after the completion of the match.
- 18.6.7.2 Return the rosters/scorecards and player passes to the appropriate team representatives.
- 18.6.7.3 Sign the original score card and two copies (if presented), ensuring that all copies are duplicates of the original. The copies will be returned to the teams. The original will be presented to the field marshal.
 - 18.6.7.3.1 Note: If a field marshal is not available, the referee will give the original score card to the home team. The home team shall call in the score to Got Soccer, noting yellow/red cards, and fax it into the AYSA office.
- 18.6.8 LINESMAN (ASSISTANT REFERES)
 - 18.6.8.1 Two assistant referees, acting as linesmen, shall assist the center referee.
- 18.6.9 DURATION OF GAME
 - 18.6.9.1 The game shall be divided as follows as:

Age Groups	Game Length
U12	2 - 30 min halves
U13	2 - 35 min halves
U14	2 - 35 min halves
U15	2 - 40 min halves
U16	2 - 40 min halves
U17	2 - 45 min halves
U18	2 - 45 min halves

In times of hot weather, the referee may, at his/her discretion, separate the game into equal quarters, allowing for a 2 minute water break between quarters. The referee should inform the coaches prior to the start of the match of this intent.

- 18.6.9.2 There shall be a half time break of five (5) minutes.
- 18.6.9.3 It is the referee’s discretion as to whether time will be added to the match to compensate for the time lost due to serious injuries or significant stoppages in play. Under normal circumstance, typical injuries or other significant will not result in time added to the match. Subsequent games scheduled following the conclusion of the current game may factor into the referee’s decision, i.e. need to stay on schedule.
- 18.6.9.4 If the game is called by the referee before the start of the second half, it shall be considered abandoned and must be replayed. If the second half has started the game will end and the score at that time will be recorded as the final score.
- 18.6.10 THE START OF PLAY
 - 18.6.10.1 A coin toss determines which team is on each end of the field at the start of the match. The team which wins the coin toss chooses the end of the field they will attack. The other team kicks off for the first half.
 - 18.6.10.2 Teams switch ends of the field for the second half of the match. The team which did not kick off in the first half kicks off to start the second half.
 - 18.6.10.3 Opponents must be ten (10) yards from the center mark while kick-off is in progress.
 - 18.6.10.4 The ball must move forward on the initial kick/touch.
 - 18.6.10.5 If a team has seven (7) players then the game may start. If at any time during the match the team does not have seven (7) players available,

- then the game is considered a forfeit for the team that does not have enough players. The results of the game will be recorded as a 1-0 win.
- 18.6.11 BALL IN AND OUT OF PLAY
- 18.6.11.1 Ball must completely cross the touch line to be considered out of bounds.
- 18.6.11.2 Ball must completely cross the goal line to be conserved a goal.
- 18.6.11.3 The ball is still in play even if it hits a corner flat, goal post, crossbar, or the referee.
- 18.6.11.4 If there are American football-style goal posts and a crossbar, the ball is out of play if it hits these items, even if the ball stays on the field.
- 18.6.12 METHOD OF SCORING
- 18.6.12.1 Standard score-keeping shall apply. A team will be awarded one point (goal) each time the ball completely crosses the goal line between the goal posts and under the crossbar, regardless of who touched the ball last(defender or attacker).
- 18.6.12.2 Matches may end in a tie. Play will not be extended (no overtime, no kicks from the mark, etc.).
- 18.6.13 OFFSIDE
- 18.6.13.1 Offside shall be called.
- 18.6.14 FOULS AND MISCONDUCT
- 18.6.14.1 All fouls will conform to FIFA rules.
- 18.6.15 FREE KICKS
- 18.6.15.1 Penalty kicks shall conform to FIFA rules.
- 18.6.15.2 The defending team shall automatically concede to a 10-yard radius around the ball prior to a free kick. Players failing to provide ten (10) yards distance may be cautioned.
- 18.6.16 PENALTY KICKS
- 18.6.16.1 Penalty kicks shall conform to FIFA rules.
- 18.6.17 THROW-INS
- 18.6.17.1 Throw-ins shall conform to FIFA rules.
- 18.6.18 GOAL KICK
- 18.6.18.1 Goal kicks shall conform to FIFA rules.
- 18.6.19 CORNER KICKS
- 18.6.19.1 Opponents must be ten (10) yards away from the ball.