

# Port of Subs Open League

## GENERAL POLICIES

**NOTICE:** the Arizona Youth Soccer Association (AYSA), in administering the Port of Subs Open League, reserves the right to make corrections and clarifications to these policies and rules as it deems necessary, and when needed, to provide interpretations of the policies and rules as to their intent.

### 1. PLAYERS AND ROSTERS

- 1.1 For each specific age group, players must be born during the calendar year as shown and footnoted in Appendix A.
- 1.2 Maximum roster size shall be limited by age group as shown in Appendix A.
- 1.3 50% of the registered players to a team must play each game, the other 50% of the roster may come from “of age” players from other teams. Such players shall be designated as “loan” players. Loan papers are required when borrowing a player from outside your club. Loan players from outside your club must be registered as a POSOL player.
- 1.4 No player may play more than the equivalent of two total game minutes in one day. Game minutes are the length of the game for the age group of the player as shown in Appendix B.

### 2. TEAMS

- 2.1 Teams consist of players registered with AYSA. A team registers for each League Season during the registration period as defined by AYSA. It is expected that a team plays at the “age” of the team. Teams will not be allowed to “play down” an age group. Teams are discouraged from “playing up” an age group. Should a team wish to be considered to play up an age group, a team representative, in conjunction with the Club DOC, may submit a written request to the AYSA Director of Leagues as listed on the AYSA web site. Since the “play up to” age group already consists of Divisions of teams that have “earned” the teams’ position, “play up” teams will be treated as a new team in the “play up” age group and will be assigned to the lowest division in the age group.

### 3. SEASON

- 3.1 The league will host one or two seasons, each season consisting of six games. The number of seasons by age group is shown in Appendix A.
  - 3.2 Teams may enter one or both seasons. A team playing in Season 1 is expected to play Season 2.
  - 3.3 Blackouts
    - 3.3.1 Season 1: Each team will be granted up to two blackouts, in which they may indicate two specific Saturdays on which league games will not be scheduled.
    - 3.3.2 Season 2: Each team will be granted three blackouts, in which they may indicate three specific Saturdays on which league games will not be scheduled.
  - 3.4 Coaching Conflicts: Teams may request that the league not schedule games with conflicting times for two teams coached by the same person. Both teams must participate in the Port of Subs Open League. The league will try to schedule around the two team’s scheduled games. However, there may be occasions where it is not possible.
    - 3.4.1 A team may utilize a substitute coach, provided that substitute is properly registered both with the club and with AYSA. The coach need not be formally assigned to that team, but must be a coach within the same club.
    - 3.4.2 In order for the league to consider potential coaching conflicts, both teams must list the coach as the official head coach for the team within GotSoccer. The spelling of the coach’s name must be identical for each and use one GotSoccer coach account.
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- 3.5 Games and fields
- 3.5.1 Games will be played as a series of home and away games, as scheduling permits. Ideally, in a 6-game season, a team will have three home games and three away games. However, due to field availability, blackouts, and coaching conflicts, this is occasionally not possible.
- 3.5.2 Clubs must furnish home fields of sufficient quality and quantity to allow the potential of 50% home games on each of the season Game Days. In cases where home fields are not available on a specific weekend, the home club may contract for an “outside” field, or the game may be scheduled at the opponent’s field. When games are held on the field of the Away team, the home team will be called on to pay reasonable amounts for game day expenses, examples of which are shown in Appendix D. Since a home game involves expenses designed to be paid by the home team, expenses of any home game played on the away team field will be paid by the home team. Sample expenses are shown in Appendix D and are to be used if the Away team (hosting team) does not know their game hosting expenses.
- 3.5.3 In cases where a team supplies no home fields for the duration of the season, that team’s home game expenses will be reimbursable to the hosting club. Examples of home game expenses are shown in Appendix D.
- 3.6 Rescheduling Games
- 3.6.1 Once the schedule has been published, the dates of games may not be changed except for the following reasons:
- 3.6.1.1 The field is closed by the city or other governing entity.
- 3.6.1.2 Inclement weather causing the field to be closed.
- 3.6.1.3 Scheduling errors made by AYSA.
- 3.6.1.4 AYSA deems it in the best interest of Arizona soccer.
- 3.6.2 The home club may change the times of the games on the scheduled date (the date may not be changed) to better accommodate referee and/or field scheduling. However, the home club must contact the opposing team within a reasonable amount of days before the scheduled game to determine if a change would pose a coaching or team game conflict. Both teams must agree to the change and are requested to work together to resolve scheduling issues.
4. *SCORE CARDS AND GAME DAY ROSTERS*
- 4.1 The home team is responsible for printing the score card from GotSoccer, bringing it to the match, and presenting it to the referee.
- 4.2 All players participating in the match must be noted on the score card. This includes player 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 and included on the score card. Hand-written information is acceptable.
- 4.3 At the conclusion of the match, both coaches must sign the score card. The home team is then responsible for calling the results in to GotSoccer, including the score, red cards and yellow cards. Basic instructions are included at the top of the score card.
- 4.3.1 It is the Home team’s 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. Scores should be called in within 24 hours after the game is completed. Games without scores shown in GotSoccer will be recorded as a forfeit in favor of the Away team, as it is the Home team’s responsibility to report the score in a timely manner.
- 4.3.2 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.
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- 4.3.3 Score cards should be kept on file by the home team until the end of April of the seasonal year. If, in the event of a roster discrepancy in the Open/State Championships, the home team must furnish the roster to AYSA upon request.

5. *UNPLAYED MATCHES*

- 5.1 If a team fails to play a scheduled game, the team will be fined \$250.00, to be paid before their next game. Additionally, the coach may be required to attend a league D & R hearing.
- 5.2 If a team fails to play a second scheduled game, the team will be fined \$500.00. The coach and the club's Director of Coaching will be required to attend a league D & R hearing, and may be subject to suspension.
- 5.3 All unpaid fines become the debt of the club.

6. *SCORING*

- 6.1 All matches will count in the standings, whether or not they are actually played.
- 6.2 For purposes of defining team standings, teams will earn the following points:
- 6.2.1 Win 3 points
  - 6.2.2 Win by Forfeit 3 points
  - 6.2.3 Tie 1 point
  - 6.2.4 Loss 0 points
- 6.3 Forfeits are scored as 4-0 victories in favor of the non-forfeiting team.
- 6.4 Unplayed matches are not desirable but sometimes cannot be avoided. The process used to award standings points for unplayed matches is described in Appendix E.
- 6.5 *Tiebreaker Criteria:* The following criteria shall be used, in sequence, as tiebreakers when two or more teams are tied in points in divisional standings:
- 6.5.1 Two Way Tie Breaker
- 6.5.1.1 Head-to-head competition between the tied teams. Note: See below for criteria to be used when more than two teams are tied.
  - 6.5.1.2 Goals differential (goals scored minus goals allowed). A limit of four will be counted per match.
  - 6.5.1.3 Least goals allowed. A limit of four will be counted per match.
  - 6.5.1.4 Most goals scored. A limit of four will be counted per match.
  - 6.5.1.5 Most wins.
  - 6.5.1.6 Most shutouts.
  - 6.5.1.7 In the event a tie remains between teams which may be promoted/relegated at the end of the 1st season or the end of the seasonal year, a coin flip will decide which team is promoted/relegated.
- 6.5.2 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 6.5.2.1, to either first, advance or second, eliminate a team or teams. After EACH step below (6.5.2.1, then 6.5.2.2, etc.) if this More Than Two Teams Tied process results in two teams remaining, then the 6.5.1 Two Way Tie Breaker is used which includes Head to Head results.
- 6.5.2.1 Goals differential (goals scored minus goals allowed). A limit of four will be counted per match.
  - 6.5.2.2 Least goals allowed. A limit of four will be counted per match.
  - 6.5.2.3 Most goals scored. A limit of four will be counted per match.
  - 6.5.2.4 Most wins.
  - 6.5.2.5 Most shutouts.

7. *END OF SEASON DIVISION ADJUSTMENT*

- 7.1 After each Season, team Promotion and Relegation will take place.

- 7.2 Teams that finish in the #1 and #2 positions in Divisions 2 and lower will be “promoted” to the next higher division. There are a limited number of situations where promotions are not able to be done, such as teams being relegated to POSOL from Advanced Leagues. The placement of these relegated teams to POSOL Divisions 1 have priority over POSOL Division 2 teams being promoted to Division 1.
  - 7.3 Teams that finish in the #6 and #7 positions in Divisions 1 and lower will be “relegated” to the next lower division.
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## *MATCH RULES*

### 1. *GENERAL*

- 1.1 Opposing coaches and players should shake hands after each game.
- 1.2 Coaches and players should shake hands with the referee after each game.
- 1.3 Spectators should not coach or instruct players during the game.
- 1.4 No foul language or gestures.
- 1.5 No derogatory comments to players, referees, coaches, or spectators.
- 1.6 Suspend or abandon matches when lightning is near.
- 1.7 No alcoholic beverages or smoking materials shall be consumed or allowed near the playing area.
- 1.8 No dogs near the playing area. Many field venues (parks and schools) have more stringent rules where dogs are not allowed at all anywhere in the park or school. It is strongly recommended that coaches and managers request that spectators do not bring dogs to matches.
- 1.9 The hosting club (usually the home team) picks the side of the field that coaches / teams will sit on. Both teams will sit on the same side of the field with ALL spectators sitting on the opposite side of the field. The home team shall sit on the north / west side of the half line. The visiting team shall sit on the south / east of the half line..

### 2. *THE FIELD*

- 2.1 Field Dimensions: Refer to Appendix B for suggested field dimensions by age group. Reasonable variations are allowed.
- 2.2 Markings: Distinctive lines not more than five (5) inches wide.
  - A halfway line shall be marked out across the field.
  - A center circle should be marked with a radius as shown in Appendix B.
  - Corner arcs should be marked with a radius as shown in Appendix B.
- 2.3 Goal Area: Distances are shown in Appendix B as yards from each goal post and yards into the field of play. The points described are joined by a line parallel with the goal line.
- 2.4 Penalty Area: Distances are shown in Appendix B as yards from each goal post and yards into the field of play. The points described are joined by a line parallel with the goal line.
- 2.5 Goals: The height and width of goals by age group are shown in Appendix B. Reasonable variations are allowed.
- 2.7 If the field does not meet the above qualifications, and the field is considered playable by the referee, then the game will be played. A written complaint should be sent to the league at the conclusion of the match to allow the league to help correct future problems.

### 3. *THE BALL*

- 3.1 Ball size for each age group is shown in Appendix B.
- 3.2 Each team shall be prepared to supply a game ball. The referee shall choose the ball to be used.

### 4. *NUMBER OF PLAYERS AND SUBSTITUTIONS*

- 4.1 Maximum number of players on the field for a team including a goalkeeper is shown in Appendix A.
  - 4.2 Maximum number of players on the roster is shown in Appendix A.
  - 4.3 Minimum number of players required to form a team AND start a game is shown in Appendix A.
  - 4.4 Substitutions: With the permission of the referee, substitutions may be made:
    - 4.4.1 Prior to a throw-in, by the team possessing the ball.
    - 4.4.2 By either team prior to a goal kick.
    - 4.4.3 After a goal is scored, by either team, prior to the kick-off.
    - 4.4.4 After an injury when the referee has stopped play, by either team.
    - 4.4.5 When a player has been cautioned. Only the cautioned player may be substituted.
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5. *PLAYER EQUIPMENT*
- 5.1 Tennis shoes or soft-cleated soccer shoes. No toe cleat or metal cleats/spikes allowed.
  - 5.2 Shin guards are mandatory.
  - 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.
    - 5.3.1 A legible, unique number is required on the back of each jersey (no duplicate numbers).
    - 5.3.2 Players and substitutes may not change or remove their jerseys/numbers during the match.
    - 5.3.3 Socks must be pulled up to completely cover the shin guards.
    - 5.3.4 Only undergarments (sliders, etc.) which are the same color as the predominant color of the shorts, may be worn.
  - 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 will wear pinnies to differentiate the two teams.
    - 5.4.1 At the direction of the referee, a goalkeeper may be required to change jerseys, regardless of home/visitor status.
  - 5.5 No jewelry (necklaces, bracelets, rings, earrings) or metal hair bows/pins. Bracelets are defined as any object encircling the wrist or arm. Exception: Medical Alert bracelet or necklace. These must be taped down. Taping of earrings/studs is NOT considered an exception. These must be removed.
  - 5.6 Players with splints, casts, braces, or other such devices may participate, if, in the opinion of the referee, these devices do not present a danger to any player.
6. *REFEREE*
- 6.1 One Center Referee, properly licensed. Referee shall be assigned and paid by the home club. See the Assistant Referee section below for the requirement of having two Assistant Referees in addition to the Center Referee.
  - 6.2 In the event a referee does not show up for the match, upon agreement by both coaches, a referee may be appointed on-site for purposes of playing the match. If both coaches cannot agree, then the match must be rescheduled and completed prior to the scheduled end of the current season.
  - 6.3 The referee's judgment as to whether the field is suitable for play shall be final.
    - 6.3.1 Exception: The entity (city parks department, etc.) which controls the fields may close the field as required.
  - 6.4 Referee's decisions on points of fact connected with the game shall be final.
  - 6.5 Rule infractions should be briefly explained to the offending player.
  - 6.6 Prior to the start of the match, the referee shall:
    - 6.6.1 Verify the identity of each player by comparing the photo on the player pass with the player.
    - 6.6.2 Ensure that each coach participating has a proper coach's pass.
    - 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:
      - 6.6.3.1 The referee will advise the non-offending team of the missing information.
      - 6.6.3.2 The referee will allow the offending team until halftime 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.
      - 6.6.3.3 The referee will note this information on the score card and the home team will call the game into GotSoccer as a 4-0 score.
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- 6.6.3.4 If a roster/score card is not available, the offending team will provide the referee a written list of the player's names, complete with ID number and jersey number.
  - 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.
  - 6.6.3.6 Upon 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 game, should the league find evidence of illegal players.
- 6.7 Upon the completion of the match, the referee shall:
- 6.7.1 Report in writing the identity and details of the offense of any participant who has been cautioned or sent off, or has committed equivalent misconduct prior to, during or after the completion of the match.
  - 6.7.2 Return the rosters/scorecards and player passes to the appropriate team representatives.

## 7. *ASSISTANT REFEREES*

- 7.1 Two Assistant Referees, properly licensed, acting as linesman, shall assist the Referee. The Assistant Referees shall be properly assigned and paid by the Home Club.
- 7.2 In the event an Assistant Referee(s) does not show up for the match, upon agreement by both coaches:
  - 7.2.1 An effort will be made to find a certified referee to act as Assistant Referee from either the Home or Away team or both if two are needed.
  - 7.2.2 In the event a certified referee cannot be located, Assistant Referee(s) may be appointed on-site for purpose of playing the match.
    - 7.2.2.1 If both coaches cannot agree on Assistant Referee(s) for the purpose of playing the match, then the match must be rescheduled and completed prior to the scheduled end of the current season.
- 7.3 It is the Home Club responsibility to ensure that each match have three certified referees, one Referee and two Assistant Referees. In the event a match is not able to be played as a result of the Home Club failing to meet this requirement, the costs to reschedule the match will be borne by the Home Club.

## 8. *DURATION OF GAME*

- 8.1 The game shall be divided into two equal halves. Each game duration shall be as shown in Appendix C. In times of hot weather, the referee may, at his/her discretion, separate the game into equal quarters, allowing for a two-minute water-break between quarters. The referee should inform the coaches prior to the start of the match of this intent.
- 8.2 There shall be a half-time break of five minutes.
- 8.3 It is the referee's discretion as to whether time will be added to the match to compensate for time lost due to serious injuries or other significant stoppages in play. Under normal circumstances, typical injuries 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.
- 8.4 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.

## 9. *THE START OF PLAY*

- 9.1 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.

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- 9.2 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.
  - 9.3 Opponents must be ten yards from the center mark while kick-off is in progress.
  - 9.4 On the initial kick/touch, the ball is in play when it is kicked and clearly moves.
  - 9.5 If a team has the minimum number of players as shown in Appendix C, then the game may start. If at any time during the match the team does not have the minimum number of players available, then the game is considered a forfeit against the team that does not have enough players. The results of the game will be recorded as a 4-0 win for the team with enough players.
10. *BALL IN AND OUT OF PLAY*
- 10.1 Ball must completely cross the touch line to be considered out of bounds.
  - 10.2 Ball must completely cross the goal line to be considered a goal.
  - 10.3 The ball is still in play even if it hits a corner flat, goal post, crossbar, or the referee.
  - 10.4 If there are American football-style goal posts that are not part of the actual goal, or anything in addition to the two goal posts and a crossbar, the ball is out of play if it hits these items, even if the ball stays on the field.
11. *METHOD OF SCORING*
- 11.1 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).
  - 11.2 Matches may end in a tie. Play will not be extended (no overtime, no kicks from the mark, etc.).
12. *OFFSIDE*
- 12.1 Offside shall be called.
13. *FOULS AND MISCONDUCT*
- 13.1 All fouls will conform to FIFA rules.
14. *FREE KICKS*
- 14.1 Penalty kicks shall conform to FIFA rules
  - 14.2 The kicking team may request, at its discretion, that opponents be ten yards away from the ball before the kick is taken.
15. *PENALTY KICKS*
- 15.1 Penalty kicks shall conform to FIFA rules.
16. *THROW-INS*
- 16.1 Throw-ins shall conform to FIFA rules.
17. *GOAL KICKS*
- 17.1 Goal kicks shall conform to FIFA rules.
18. *CORNER KICKS*
- 18.1 Opponents must be ten yards away from the ball.
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*Appendix A: Age Group Player, Roster, and Season Information*

Group	Players Born	Roster Size	Seasons	Players on field	Players to form team / start game
U11	1/1/2006 through 12/31/2006	16	2	9	6
U12	1/1/2005 through 12/31/2005	16	2	9	6
U13	1/1/2004 through 12/31/2004	22 / 18	2	11	7
U14	1/1/2003 through 12/31/2003	22 / 18	2	11	7
U15	1/1/2002 through 12/31/2002	22 / 18	1	11	7
U16	1/1/2001 through 12/31/2001	22 / 18	1	11	7
U17	1/1/2000 through 12/31/2000	22 / 18	1	11	7
U18	1/1/1999 through 12/31/1999	22 / 18	1	11	7
U19-20	1/1/1997 through 12/31/1998	22 / 18	1	11	7

*Notes to Appendix A.*

1. The DOB date ranges shown above apply to the 2016-17 seasonal year.
2. For any POSOL team, no more than three players born 2007 and later can be rostered or loaned to a team.
3. For any POSOL team U13 and older, no more than three players born 2005 and later can be rostered or loaned to a team.
4. When two numbers are shown for Roster Size, the larger number indicates the maximum number of players allowed on the team roster and the lower number indicates the number of players that may be suited and available to play in a match.
5. Seasons is the planned number of seasons in the seasonal year.
6. For U15 players Not in High School (NHS) there may be a second, casual, friendly game season. As of this writing, details have not been established but will be communicated to all U15 teams in a timely manner prior to the end of Season 1.

*Appendix B: Age Group Field and Equipment Information*

Group	Game leng	Field leng	Field wid	Cent circle	Corner arc	Goal area	Pen area	Goal	Ball size
U11	60	70-80	45-55	8	2	3 / 3	14 / 18	6.5/18.5 or 7 / 21	4
U12	60	70-80	45-55	8	2	3 / 3	14 / 18	76.5/18.5 or 7 / 21	4
U13	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U14	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U15	80	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U16	80	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U17-20	90	110	70	10	3	6 / 6	18 / 18	8 / 24	5

*Notes to Appendix B.*

1. Game leng is the length of a game in minutes.
2. Field leng is the length of the game field in yards.
3. Field wid is the width of the game field in yards.
4. Cent circle is the radius of the game field center circle in yards.
5. Corner arc is the radius of the game corner arc in feet.

6. Goal area first number is the distance from each goal post in yards and the second number is the distance into the field of play in yards.
  7. Pen area first number is the distance from each goal post in yards and the second number is the distance into the field of play in yards.
  8. Goals first number is the height of the goal in feet and the second number is the width of the goal in feet.
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*Appendix D: List of Home Game Expenses and Amounts*  
(To be used if a hosting club does not know their specific home game costs.)

<b>POSOL team field cost estimates</b>						
	<b>Per Home Team / Home Game</b>					<b>{Rounded}</b>
<b>Group</b>	<b>Ref fees</b>	<b>Field rent/game</b>	<b>Field lining (allocated)</b>	<b>Other</b>	<b>Assignor</b>	<b>Total per game</b>
U11-12	\$70	\$8	\$10	\$3	\$8	\$100
U13-14	\$85	\$8	\$10	\$3	\$8	\$115
U15-16	\$100	\$10	\$12	\$3	\$8	\$135
U17-18	\$115	\$10	\$12	\$3	\$8	\$150
Other=field supervision, field setup / put away, net/flag/goal use						

*Appendix E: Unplayed Matches / Missing Game Process*

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:

1. At the end of the current season, Team A has played five games and has ten standings points.
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.
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.

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