

## Rules

All Arizona Sport Leagues soccer games will follow the Fédération Internationale de Football Association (FIFA) rules. In addition to the FIFA rules, the following lists of rules apply to the ASL. These rules supersede the FIFA rules where applicable.

### Player Responsibilities

- All players must read and comply with the rules. Please read them carefully.
- Each player must have completed and turned in a signed Liability Release form in order to be eligible to play. Liability Release forms must be turned in before a player will be allowed on the field.
- Players must comply with all municipal ordinances at the field and surrounding areas. Your cooperation will ensure our continued ability to rent fields for our league.

### Captain's Responsibilities

- The team captain must choose a team color and name.
- The team captain must complete a roster. Roster must contain a minimum of eleven players and a maximum of twenty five.
- The team captain must designate a Co-Captain who will help lead the team and take over in the event of an absence of the team captain.
- Team captains are responsible for the conduct and play of their teams. Teams are held accountable for their spectators or player's actions. (Control your team and fans)
- Team captains must report problems with fields or referees to the league coordinators.
- Notify league coordinator that the suspension has been observed by the suspended player.

### League Equipment

- Each week the teams are responsible for putting up and taking down the nets.
- The league does not furnish a game ball. It is responsibility of the home team to provide a ball that is suitable for play.

### Equipment & Players

- No jewelry may be worn during the games.
- All team members must wear matching numbered jerseys, except the goalkeeper, who will wear a jersey that distinguishes him or her from other players and the referees.
- Shin Guards must be worn during the games.

### Pre-Game

- Seven (7) players per team are required to start a game.
- Games played past halftime count as a league game. (Rain outs)
- If a team cannot field at least 7 players at the start of the game, they must offer a forfeit. The opposing team can either accept the forfeit and play, accept the forfeit and leave, or choose to "play for keeps" anyway.
- After the game has started, the game may continue as long as there are at least 7 players per team, otherwise the game must be forfeited.
- Teams playing with non-registered players might have to forfeit games and be subject to further disciplinary action, including suspension of the team captain and/or team. Before each game, the captains have the responsibility to ensure that all players are eligible to play.
- Opposing captains have the right to review and challenge the roster provided to the head official.

### Game Play

- Slide tackling that involves another player is NOT allowed. Slide tackling to gain control of the ball is allowed when no other players are involved.
- The team with possession of the ball may make unlimited substitutions after notifying the referee, whenever there is a stop in play. The team that does not have possession of the ball may make unlimited substitutions when play stops and the other team makes substitutions. Both teams may make unlimited substitutions at half time, and during other long delays of the game provided they notify the referee. The referee must be notified of any substitutions of the goalkeeper.
- Unsportsmanlike conduct including, but not limited to, profanity, racism, violence, etc. will NOT be tolerated before, during, or after games. Offenders will be ejected from the game and subject to further disciplinary action, including additional game suspensions and expulsion from the league.
- Any player or captain who receives 2 yellow cards or 1 red card during a game is ejected from that game and considered

suspended for the next match. The suspension affects all the teams the individual plays on. (Some players play on different teams in different divisions or groups.) If the situation warrants there might be a multiple game suspension. If a suspension is handed during the last match the games will be missed at the start of the next regular season. Any player ejected from a game is considered suspended from play and must abide to the following:

- May be subject to pay a fine.
- If suspended player plays, violating team will forfeit all points that were obtained with suspended player.
- All spectators must remain off the field. If a spectator is abusive in actions or language they will be asked to leave the premises. Failure to leave will result in the forfeiture of the game by their team.
- No smoking or alcoholic beverages are allowed before or during league games.
- All players must abide by the rules in place for the designated game location.
- The field providers will not accept any responsibility for lost or stolen item, nor are they responsible for accidents or insurance of any type.
- The point system is as follows:
  - Win: 3 points (Forfeits count as 3 goals as well)
  - Tie: 1 point
  - Loss: 0 points
- In the event of a tie in the group standings at the end of the season, the tiebreakers are as follows:
  1. Head to head play
  2. Goal difference resulting from the matches between the teams concerned. If the teams involved tied their match or didn't play then goal difference for the games where they played the same opponent.
  3. Total goals scored in all the matches with common opponents.
  4. Total goals allowed in all the matches with common opponents
  5. Coin toss
- Playoff matches
  0. Playoff ties will go to a 1 – 10 minute golden goal followed by Penalty Kicks if required. The golden goal time might be waived depending on time constraints.