

2009 Arkansas State League Rules and Guidelines

Cost to Participate

The entry fee for U13/U14 ASL will be \$275.00 (includes referee fees)

The entry fee for U15/U16 ASL will be \$325.00 (includes referee fees)

The entry fee for U17/U18 ASL will be \$375.00 (includes referee fees)

Each team participating in the league is required to post a \$200.00 performance bond in the form of a check at the time of registration. This check will not be deposited unless a team performs an action which may put it in jeopardy.

Please mail two separate checks (state league fees and bond check) to:

ASSA

1100 E. Kiehl Ave. Suite 3

Sherwood, AR 72120

If you paid online for the state league fees please mail only the bond check.

Application and Admission

Participation is open to any properly registered ASSA team whose member association is in good standing. Participation in the Gold division of your age group is mandatory in order to participate in the AR State Championships (U14-U18).

All applications for participation must be received by the deadline AND must include...

1. Fully completed online ASL Application.
2. Payment of the established ASL entry fee.
3. A check for the \$200.00 ASL performance bond made payable to ASSA.

Dates & Times of Play

The Arkansas State League will play its schedule in the Fall season on the weekends of:

- September 19 / 20
- October 17 / 18
- October 24 / 25
- October 31 / November 1
- November 14/15 and November 21/22 reserved as "rain dates".

All effort will be given to schedule each team an equal number of home and away games. It is our intent and objective to schedule no more than two games per weekend whenever possible. Under no circumstances will playing more than one ASL game per day be allowed. See the "Scheduling" section below on how to deal with scheduling conflicts and weather cancellations. Deadline to complete the schedule for all age groups is November 23rd, 2009.

Divisions

Age groups, as defined by USYS, will be divided into single birth year divisions whenever there are sufficient teams participating in the league with the minimum number of teams being allowed to form a division being four. We will form Gold and Silver divisions where interest and numbers allow it.

Scheduling

Initial ASL schedules will be sent out and posted by or before August 17th. Each team will play between 6-8 games depending on the size of the division. League schedules will be created using the information provided within each teams ASL Application. Games may not begin prior to Saturday September 12th.

Teams have until August 31st as a "free period" to request rescheduling of a game. Teams requesting a reschedule must contact the ASL Commissioner by e-mail and will be responsible for contacting their scheduled opponents to negotiate a mutually satisfactory alternate date/time/location and for securing the field for said reschedule. If a date/time/location cannot be agreed upon, the game will be played as scheduled. A game cannot be rescheduled until an alternate date/time/location has been mutually agreed upon and availability of field for said game confirmed by the ASL Commissioner!!!!

After the August 31st date, requests for rescheduling will be honored providing they meet the following criteria and requirements:

- a) Request must be received by e-mail from the rostered coach and/or manager for both teams at least 72 hours prior to the scheduled match.
- b) Both teams must agree on an alternate date/time/location in the written or e-mailed request for reschedule. It is the home teams' responsibility to secure the field and time slot for said reschedule prior to the request for reschedule being submitted. Field availability for the new date/time/location of the requested reschedule will be confirmed by the ASL Commissioner prior to the reschedule being granted.
- c) Subject to a \$25.00 rescheduling fee (certified check, or money order, payable to ASSA) per match being rescheduled which must be received in the ASSA office within 48 hours of the request being submitted.
- d) Teams requesting the reschedule of the game should bear any additional costs associated with the rescheduling.

In the case that inclement weather or an unforeseen tragic event causes cancelation, one of the previously mentioned "rain date" weekends will be used as the reschedule date. As an alternative, a mutually agreed upon date & time can be decided upon by both teams for the rescheduled match. In the case that a mutually agreed upon date/time/location cannot be determined by the teams involved, the ASL Commissioner shall act as an arbiter and reschedule the affected game.

There is also a chance that one or more of the weekends set aside for ASL play could be used to reschedule Region III Premier League games. This would affect teams from AR participating in R3PL and their scheduled ASL opponents. In all cases R3PL games take precedence over ASL matches and if an ASL game must be rescheduled, the \$25.00 rescheduling fee will be waived. In these instances, a mutually agreed upon date & time can be decided upon by both teams for the rescheduled match. In the event that a mutually agreed upon date/time/location cannot be determined by the teams involved, the ASL Commissioner shall act as an arbiter and reschedule the affected game.

Arkansas State League Officials

1. Arkansas State League Commissioner – The current ASSA Classic Commissioner will serve as the ASL Commissioner.
2. State Games Assignor – The SGA is a position appointed by the chairman of the AR State Referee Committee with the advice of the President of ASSA.

3. ASL Protest & Appeals Committee – Made up of 5 members consisting of the current ASSA District VP's (1, 2, 3, & 4) and a chairman as appointed by the current ASSA President.

Failure to Play as Scheduled

Scheduled matches may not be played due to inclement weather otherwise all matches must be played as scheduled.

Failure to play a match as scheduled will result in forfeiture of the match for league standings. The opposing team will be awarded a 3-0 win.

Any team that forfeits a scheduled match shall have their \$200 bond check cashed for non-performance.

Any team that surrenders their bond due forfeit will not be allowed to continue in league play until another \$200.00 bond is posted with ASSA.

Any team which fails to play two or more officially scheduled games shall be considered to have abandoned the league. Its games will not count to determine league standings nor shall they be considered in the standings as forfeits. The team is not eligible to win the league, nor shall it be considered for entrance in the AR State Championships. Further, the ASL Commissioner will evaluate this team's future requests for participation in ASL.

Uniforms

Each player shall have a number on the player's jersey including goalkeeper. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a different number of every other player on the team. The official team roster shall include the number of each player's jersey.

All players are required to wear shin guards that provide adequate protection

Goalkeepers must wear colors that distinguish them from the other players and game officials.

Team Responsibilities

The home team will have properly maintained and prepared fields; including proper markings, nets, goal size, and corner flags. A club/association representative should be available to fix any problems associated with the fields. Fields for all age groups must meet the FIFA requirements of full size fields, minimum 100 x 60 and maximum 130 x 80.

The controlling association and/or organization will be responsible for closing the field/complex in case of inclement weather. If the field/complex closes, it will be the responsibility of the home team to notify the opposing coach and/or manager, SGA, and ASL Commissioner as soon as possible that the game has been postponed. Failure to notify the proper personnel in a timely manner could result in the game being declared a forfeit.

Each team must provide the referee with a copy of the team's official ASSA roster including jersey numbers and official USYS player passes. In addition, for U13, U16, U17, and U18 games the coach/manager will provide the match officials prior to the start of each game a roster of no more than 18 players from their current official ASSA or pool roster. The

players who are not participating in the match must be "lined out" on the roster to get the required roster size of 18.

If a team does not have their USYS player passes and a copy of their official ASSA roster present at the field prior to the end of the match, the opposing team will be awarded a 3-0 win. However, the match will not count as a forfeit for the losing team unless other ASL rules are violated.

Only properly rostered players, coaches, and team officials will be allowed on the teams' side or in the team area.

The home team will change jerseys if there is a conflict.

The home team will provide a game ball to the referee.

Each team shall clean up their respective areas before leaving.

A copy of a teams' official ASSA roster must be made available to the opposing team coach/manager upon request.

Rules of play

Games will be played using FIFA Rules as modified by US Youth Soccer Policy on Players and Playing Rules shall govern this league with the following exceptions and clarifications.
Note: ASSA reserves the right to modify the application of any USYS Policies

1) Length of Match and ball size

a.	U13 – U14	35 min halves	Size 5
c.	U15 – U16	40 min halves	Size 5
d.	U17 – U19	45 min halves	Size 5

2) Substitutions

Unlimited substitutions, as allowed by the referee, may be taken at the following times:

- Prior to a throw-in by the team in possession.
- Prior to a goal kick by either team.
- Following a goal by either team.
- After an injury by either team, if the injured player is substituted.
- After a caution is issued for the cautioned player only.
- At half time.
- If a player is removed from the game and no substitute enters the game for the player (team plays short), the original player may reenter the game. Entry shall be at a normal substitution point (with approval of the referee) or at any point during game if the referee signals for the player's reentry.

League Play

Teams must be able to start the match within 15 minutes of the scheduled match time. If a team cannot start within 15 minutes of the scheduled match, the other team shall be awarded a victory by forfeit.

If a game is terminated because of weather, it shall be judged a completed game if the game has reached halftime before the game was terminated. If the match was of lesser duration, then it shall be replayed.

Referees may terminate matches for lack of crowd control, poor team behavior, or other unsportsmanlike circumstances. Each coach is responsible for the behavior of his players. Each coach is responsible to assist the referee, when asked, in the control of parents, fans, and spectators. If a referee terminates a match because of conduct, the game score shall be reported as it was at the time the game was terminated. Additionally, the ASL Commissioner reserves the right to ascertain the facts regarding the match and determine appropriate action, disciplinary or otherwise.

Secondary players and guest players are not allowed in ASL play. The exception to this rule being the U13 age group. Secondary players and special event rosters may be used in the U13 age group. Game rosters for the U13 age group may not exceed 18 players.

Use of an ineligible player will result in a forfeit for the offending team and the coach shall be suspended from the next ASL match or next match in the National Championship Series (State Cup, President's Cup, etc) for the team they were coaching at the time of the ejection.

Limited coaching is permitted only on the team side of the field from the center-line to the 18 yard line. Coaches may not enter the field without permission from the referee. Violation of this rule may result in a caution being issued.

Ejections and Discipline

Any player ejected from an ASL match must leave the player side of the field and shall be suspended for their next ASL match and/or next match in the National Championship Series (State Cup, President's Cup, etc). Players serving a suspension do not have to be present at the game in which they should be serving the suspension, however they must count towards the 18 players available for game day. Players are allowed to serve their suspensions on the team bench, provided they are not in uniform.

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

The player pass WILL NOT be retained by the referee following the match in which a red card was issued.

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

Any team that does not sit-out a suspended individual for the required match and allows this individual to participate constitutes the use of an ineligible player and will incur all the penalties associated with such. Additionally, the player in question shall be suspended from the next ASL match and/or next match in the National Championship Series (State Cup, President's Cup, etc).

Ejections for "Violent Conduct" shall serve a minimum 2 game suspension and possible ejection from the league.

Match Control

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

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

Standings, Point System and Tie Breakers

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

- Three (3) points for a win.
- One (1) point for a tie.
- Zero (0) point for a loss.
- Negative One (-1) point for a forfeit.

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

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

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

1. The sequence of tiebreakers will begin with #1 and be followed until a team is eliminated.
2. Once a team has been eliminated the sequence of tiebreakers will begin again with #1 and be repeated starting over after each team is eliminated until one team remains.

In the event that after having applied the tiebreaker rules above teams remain tied the winner of a coin toss will be adjudged to have placed higher in the standings than the loser of the coin toss.

Forfeits are recorded as a score of 3-0 for the winning team. Double forfeits or no-plays are recorded as 0-0 losses for both teams and is not considered a tie for awarding division points. If a team withdraws from the league before completing its schedule all games will be considered forfeits and it will forfeit any applicable league fees and performance bond. Further, the ASL Commissioner will evaluate this team's future requests for participation in the ASL.

Protests and Appeals

All eligible protests and appeals will be considered by the ASL Protest and Appeals Committee.

1) Filing of Protest

- a) Notice of intent to protest a competition must be registered, in writing, with the game official and the parties involved at the game site. The Protest must be mailed within 48 hours of match completion by certified mail to the ASSA office.
- b) Judgment decisions of the referee are not subject to protest.
- c) All protests must include the following before they will be considered:
 - i. A fee of \$200.00 (certified check, or money order, payable to ASSA) which will be returned if the protest is upheld.
 - ii. A written statement describing the specific grounds for the protest.
 - iii. All information necessary to make a fair and just decision on the protest.
 - iv. A clear and concise statement of the relief or action sought by the protesting party.
 - v. Five (5) copies of all documents relevant to the protest.

2) Consideration of Protest

- a) A protest may not be allowed if the protest:
 - i. does not deal with the violation of US Youth Soccer Region III or Arkansas State League rules and policies;
 - ii. concerns a matter of "referee judgment";
 - iii. is incomplete or does not contain the required information;
 - iv. is not filed in a timely or proper manner; or
 - v. does not deal with either the application of these rules or the qualifications of the opposing team.
- b) The proper Arkansas State League hearing authority shall issue a written decision within thirty (30) days of the receipt of the Protest.

3) Filing an Appeal

- a) All appeals must be properly submitted within seven (7) days of the notification of the decision being appealed to the ASSA office.

- b) Judgment decisions of the referee are not subject to appeal
- c) All appeals must include the following before they will be considered:
 - i. A fee of \$200.00 (certified check, or money order, payable to ASSA) which will be returned if the appeal is upheld.
 - ii. A written statement describing the specific grounds for the appeal.
 - iii. All information necessary to make a fair and just decision.
 - iv. A clear and concise statement of the relief or action sought by the appealing party.
 - v. Five (5) copies of all documents relevant to the appeal.

4) Consideration of an Appeal

- a) An appeal may not be allowed if the appeal:
 - i. does not deal with the violation of US Youth Soccer Region III or Arkansas State League rules and policies;
 - ii. concerns a matter of "referee judgment";
 - iii. is incomplete or does not contain the required information;
 - iv. is not filed in a timely or proper manner; or
 - v. does not deal with either the application of these rules or the qualifications of the opposing team.
- b) The proper Arkansas State League hearing authority shall issue a written decision within fourteen (14) days of the receipt of the appeal.
- c) An appeal does not defer the action or stay the decision of any Arkansas State League authority.
- d) Decisions made on appeals as heard by the ASL Protests and Appeals Committee are considered final.