



State League
2011-2012 Season
U-18 Modified Match Rules and Policies

GENERAL POLICIES

NOTICE: AYSA, in administering the State League, reserves the right to make corrections 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 Players must be born on or after August 1, 1993.
- 1.2 Maximum number of players on the roster shall not exceed (22), of which (18) may be suited and available to play in a match.
- 1.3 The number of loan players is unlimited. All loan players shall be designated as “loan” players on the score card.
 - 1.3.1 Loan papers are not required.
- 1.4 No player may play more than the equivalent of two total game minutes in one day.
- 1.5 No State League player may play in a Maricopa County Open League match.
- 1.6 No State League player may be loaned to another State League team, regardless of whether the team is in the same club or not, i.e. club affiliation is not a factor.
- 1.7 A player from any other AYSA sanctioned league, including the Maricopa County Open League, may be loaned to a State League team.
- 1.8 Players registered to teams participating in the Far West Regional League (FWRL) may not participate in Maricopa County Open League Matches.
- 1.9 A player from any other AYSA sanctioned league, including the Maricopa County Open League, may be loaned to a State League team. However, that player may only play for one State League team per day.

2. SEASON

- 2.1 The league will host one (1) season consisting of (10) games.
- 2.2 Eight (8) games shall be played in the fall prior to Thanksgiving. Two (2) games shall be played in the spring, after the conclusion of the high school season.
 - 2.2.1 Blackouts: With the exception of teams participating in the Far West Regional League (see below), each team will be granted two (2) blackouts, in which they may indicate two specific weekends on which league games will not be scheduled.
 - 2.2.2 Far West Regional League: Teams participating in the Far West Regional League (FWRL) will receive one (1) blackout. The league will schedule around FWRL games. Thus teams in the FWRL do not need to utilize a blackout to indicate FWRL game dates.

- 2.3 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 State League. The league will make every effort to schedule around the two teams' schedules. However, there may be occasions where it is not possible.
 - 2.3.1 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 club.
 - 2.3.2 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.
 - 2.3.3 Games will be played at regional fields, as scheduling permits.
- 2.4 Rescheduling Games:
 - 2.4.1 Once the schedule has been published, the dates and times of games may not be changed except for the following reasons:
 - 2.4.1.1 The field is closed by the city or other governing entity.
 - 2.4.1.2 Inclement weather.
 - 2.4.1.3 Scheduling errors.
 - 2.4.1.4 AYSA deems it in the best interest of Arizona soccer.

3 **SCORE CARDS AND GAME DAY ROSTERS**

- 3.1 The home team is responsible for printing the score card from GotSoccer, bringing it to the match, and presenting it to the referee.
 - 3.1.1 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.
- 3.2 All players participating in the match must be noted on each 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. Hand-written information is acceptable.
- 3.3 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 GotSoccer, noting yellow/red cards, and send the hard copies to the AYSA office.
 - 3.3.1 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.
 - 3.3.2 Note: If a field marshal is not available, the home team will keep the score card, call in the score to GotSoccer, noting yellow/red cards, and fax it into the AYSA office.
 - 3.3.3 Score cards shall be kept on file at the AYSA office until the end of State Cup for that seasonal year.
 - 3.3.4 Each team may keep the copy of the score card they brought for their own records.

4. **UNPLAYED MATCHES**

- 4.1 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.

- 4.2 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.
- 4.3 All unpaid fines become the debt of the club.

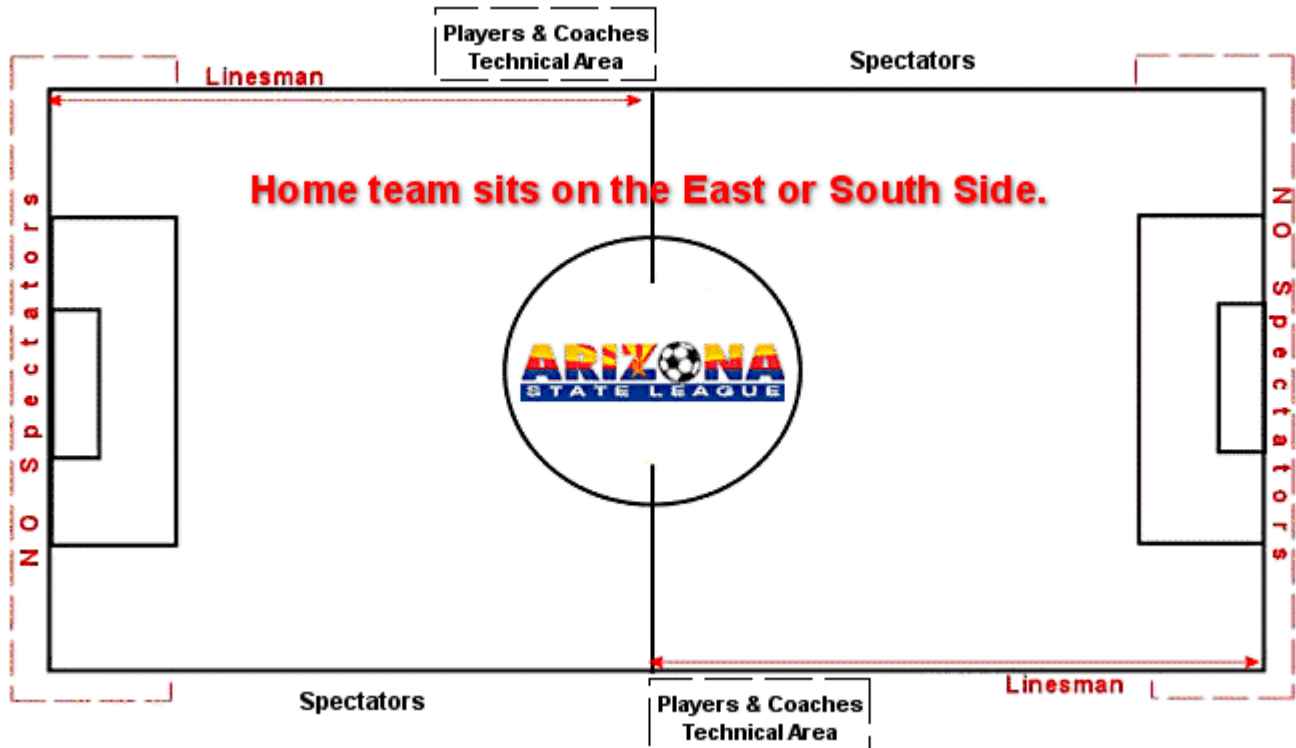
MATCH RULES & POLICIES

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.
 - 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.

2. THE FIELD

- 2.1 Field Dimensions: Approximately 110 yards long X 70 yards wide. Reasonable variations are allowed.
- 2.2 Markings: Distinctive lines not more than five (5) inches wide.
- 2.3 A halfway line shall be marked out across the field.
- 2.4 A center circle should be marked with a radius of approximately (8) yards.
- 2.5 Corner arcs should be marked with a (2) foot radius.
- 2.6 Goal Area: Six (6) yards from each goal post and six (6) yards into the field of play, joined by a line parallel with the goal line.
- 2.7 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.
- 2.8 Goals: (8) feet high x (8) yards wide. 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.
- 2.8 Seating:
 - 2.8.1 Opposing teams and fans MUST be on opposite sides of the field.
 - 2.8.2 The home team, along with its fans, will sit on the south or east side of the field. The visiting team, along with its fans, will sit on the north or west side of the field.
 - 2.8.3 Spectators shall sit to the left of the center mark (they may not sit behind the line of the assistant referee). Spectators shall not sit or stand on the sideline between the penalty area and the goal line. Spectators should be no closer than (5) feet to the touch line (sideline).
- 2.9 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 halfway line.
 - 2.9.1 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.



3 THE BALL

- 3.1 Size five (5).
- 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 field = (11), including a goalkeeper
- 4.2 Maximum number of players on the roster shall not exceed (22), of which (18) may be suited and available to play in a match.
- 4.3 Minimum number of players required to form a team AND play a game: seven (7)
- 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. The opposing may also substitute one player.

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 If both teams are wearing similar colored jerseys, the visiting team chooses which color they will wear. If an alternate jersey is unavailable, one team may 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 an inherent danger to any player.

6 **REFEREE**

- 6.1 One (1) center referee, properly licensed. Referee shall be assigned and paid by the league.
- 6.2 In the event a referee does not show up for the match, the match will be rescheduled.
- 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 record this information on the score card and the home team will call the game into GotSoccer as a 1-0 score.
 - 6.6.3.4 If a 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.
 - 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.
 - 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.
 - 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 GotSoccer, noting yellow/red cards, and fax it into the AYSA office.

7 LINESMEN (ASSISTANT REFEREES)

- 7.1 Two assistant referees, acting as linesmen, shall assist the center referee.

8 DURATION OF GAME

- 8.1 The game shall be divided into two (2) equal halves, each lasting (45) minutes. 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 (5) 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.
- 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 (10) yards from the center mark while kick-off is in progress.
- 9.4 The ball must move forward on the initial kick/touch.
- 9.5 If a team has (7) players then the game may start. If at any time during the match the team does not have (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.

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 defending team shall automatically concede to a 10-yard radius around the ball prior to a free kick. Players failing to provide (10) yards distance may be cautioned.

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 (10) yards away from the ball.