

Arlington Soccer Association Rules

www.arlingtonsoccer.com - 5/15/2008

UNDER 13 AND ABOVE 11 VERSUS 11 COMPETITION

The Laws of the Game as authorized by the International Federation of Association Football (F.I.F.A.) and the United States Soccer Federation (U.S.S.F.) shall apply in all cases except as follows:

- **These rules apply to all competition unless otherwise specified. For the purpose of fostering the good of soccer and of providing full participation for all Arlington Soccer Association players, any player who regularly attends their practice sessions shall play in every scheduled game attended by such player. The spirit of this rule is that each player should play a substantial amount of each game that they attend.**

LAW – I THE FIELD OF PLAY

- A field less than one hundred (100) yards in length shall be permitted for Association competition as determined by the Board.

LAW – II THE BALL (Size 5)

LAW – III THE NUMBER OF PLAYERS

- The maximum number of players on the field at one time is eleven (11) for each team; one of the eleven (11) must be the goalkeeper.
- Unless otherwise indicated, a team must have at least eight (8) eligible players to commence a game. If within ten minutes after scheduled game time, a team does not have the required number of players ready to play, the referee shall abandon the game as a forfeit for the team with the required number of players. The winning coach (forfeit winner) shall report the game score along with the circumstances.
- Substitutions shall be permitted on kickoffs, after a goal is scored, on goal kicks, on throw-ins (when in possession), at quarters and half times (as appropriate for age groups), and 1-1 for any injury. Substitutions shall also be allowed on throw-ins when *not* in possession of the ball *if the opposing team substitutes*
- In any competition where one team achieves a five goal lead over its opponent, the coach of the winning team is required to remove one player from the field of play. For each additional goal scored by the leading team, the team shall continue to remove one player. If after a five goal lead and withdrawing a player or players, the leading team shall be permitted to replace a player previously withdrawn for each

goal scored by its' opponent. In the spirit of fair play, the winning coach is encouraged to substitute for his or her best players or have the better players assume a defensive position. Coaches must inform the referee of the "Five Goal Rule".

Note: There is no advantage to scoring having more than a four goal advantage for purposes of ASA score record keeping.

- There are no limitations as to the number of travel players (The term "TRAVEL PLAYER" refers to any person participating on any travel team located within or outside of Arlington County) that may be registered on a team. No more than Four (4) travel players of the total number of travel players registered on the team may be in uniform or participate in a scheduled game. Travel does not include "Travel Academy" players. In order to play on a team in a recreation soccer game a travel player must be registered with that team.

LAW – IV THE PLAYERS' EQUIPMENT

- Shin guards
 - Are mandatory
 - Are covered entirely by the stockings
 - Are made of suitable material (rubber, plastic, or similar substances)
 - Provide a reasonable degree of protection
- Players of teams participating in Association competition are required to wear the matching shirt of the Club the team represents. Individual team colors are not acceptable.
- Proper soccer shoes in conformity with the official lawful standard are the only acceptable soccer shoes. Sneakers may be worn, but no hard-soled street shoes are permitted.
- The "home team" according to the schedule must change its uniform colors if they conflict with the "away team" colors.

LAW – V THE REFEREE

- All Association coaches, players and adult spectators must recognize the referee as the sole authority over the game. Maintaining respect for the referees is of vital importance to successful youth soccer. Behavior, which falls below this standard of respect and interferes with the referee's ability to officiate, will not be tolerated. Any incidents will be subject to Association Board review and discipline.
- All games shall be officiated by a single referee using Club personnel as Assistant Referees unless otherwise authorized by the Board.
- If the assigned referee fails to appear within ten minutes after scheduled game time, the teams may appoint a substitute referee by mutual agreement. Such appointment of a substitute referee shall be binding for the game. Should the assigned referee appear after a substitute has been assigned, the teams may allow him to officiate the game.

LAW – VI THE ASSISTANT REFEREES

- Each coach (at the request of the referee) will designate two persons who are acceptable to the referee to act as Club Assistant Referees. The referee may at any time overrule the Assistant Referee. The Assistant Referee indicates only if a ball has completely crossed the touch line or goal line and shows which team has possession. The Assistant Referee shall not be a coach.

LAW – VII THE DURATION OF THE MATCH

- Two equal halves of thirty (30) minutes each.
- Games must begin on time and must be completed prior to the starting time of the next scheduled game.
- Games that terminate because of weather conditions or other sufficient circumstances after one half of play has been completed are considered to be a complete game. Game scores at the time of termination shall stand and be officially recorded.

LAW – XII FOULS AND MISCONDUCT

- The penalty for violation of the rule prohibiting use of hands or arms shall not apply in female competition when players' hands or arms are struck by the ball while protecting her chest.
- Charging of the goalkeeper in possession of the ball is not permitted.

ADDITIONAL INSTRUCTIONS

UNDER 13 AND ABOVE

11 VERSUS 11 COMPETITION

SAFETY OF CHILDREN

- The safety of our children is of primary importance and should be reflected in player, coach, parent and referee behavior.

HOME TEAM/AWAY TEAM/SPECTATORS

- The “home team” and the “away team” must take opposite sides of the field. The “home team” has first choice of a side. All parents and other spectators are to take the side of the field assigned to the team they accompany. During the competition, each coach is responsible for the behavior of players and spectators on their side of the field and may be carded by the referee for their or their players or spectators behavior.

- Spectators shall not stand behind goals at any time. Parents and other spectators shall take their respective sides in the area between the field penalty marks
- No artificial sound devices such as bullhorns, drums, whistles (except the referee whistle) shall be allowed at the field.

SCORE REPORTING

See Score Reporting: www.arlingtonsoccer.com/scorereporting.html

- Game scores must be reported to the “Score Recorder” (Telephone 703-532-2088) or e-mailed to mbevis@verizon.net after each game played and no later than 9:00 p.m. of the day the game is played. Both coaches (winning and losing) are required to report the game scores.
- All missing game scores must be reported prior to the establishment of seeding for “Seeded Competition”. Any scores, other than those for seeded games, will be disregarded after seeding has been determined. Teams may not avoid proper seeding by virtue of non-reported scores. Unreported game scores at the time of establishment of seeding for an age group will be recorded as a zero-zero (0-0) tie and the division champions will be determined accordingly.
- For the purpose of computing “standings” a team shall be credited with not more than four goals in excess of the number of goals scored by its’ opponent in any Association competition.

PROFANITY

- Under no circumstances will any coach use profanity or abuse either physically or psychologically any youth.

www.arlingtonsoccer.com/rules/ASAcodeofconduct_parent.pdf

www.arlingtonsoccer.com/rules/ASAcodeofconduct_coach.pdf

FORFEITS

- If a team forfeits two consecutive games in any competition, it shall be automatically withdrawn from the competition and all games not played will be declared forfeits. The players of such team may obtain automatic release and transfer from the Club if they so request.
- If a team withdraws or is otherwise deleted from a competition, the disposition of points from previously played games and games to be played shall be determined by the Board.

SANCTIONS

- It is the responsibility of the coaches to monitor and control the behavior of all adults and players. Persons ejected (red carded) must leave the game area immediately. A player receiving a red card may remain on the side line under the coaches supervision and may not play in the next scheduled game. Also see “CONDUCT OF PLAYERS” below.

COMPETITION

- For the purpose of competition, the Association is divided into Age Groups with each Age Group further divided into levels of competition depending on individual team skill levels. At the conclusion of each season teams are reevaluated, based on performance, in accordance with seeding policies established by the Board.
- Team standings are determined as follows:
 - Wins count as two points
 - Ties count as one point
 - The team with the most points at the completion of competition is the Champion
 - In the event of a tie for Division champion, the two teams will share the Division Championship. In the event of a three way tie the two best teams in net goals (goals for minus goals against) will determine the Division Champion.
 - Any game where the score is tied after regulation time will be recorded as a tie.
 - No team may practice more than twice a week for a maximum of two hours per practice. Non League (friendly games) shall be considered as practice sessions.

GOOD OF SOCCER

- For the purpose of fostering the good of soccer, it is in the spirit of competition that a Club will not transfer a player from a higher level of competition to a lower level of competition for the purpose of strengthening a team.
- Opposing parents, coaches, and players should shake hands after each game.

COACHING

- Coaches shall restrict their movement to a technical area around five (5) yards from the halfway line.

POLICING THE AREA

- All teams shall be responsible for maintaining field areas in a clean and neat appearance, disposing of all trash prior to leaving the field

CONDUCT OF PLAYERS

- If at any time the conduct of a player is determined by the Board to be detrimental to the good of soccer, such player shall be liable to suspension or such other action deemed appropriate by the Board.
- Any player issued a “Red Card” and sent off the field by the referee is automatically suspended for the following scheduled game. When a player is ejected from a game, the Club Representative of the player involved must inform the Association Director as to the ejected players name and circumstances surrounding the expulsion.

- In addition, both coaches must report the issuance of a “Red Card” at their games together with the name(s) of the offender(s) to the score recorder at the same time the score is reported.
- Any player who has been frequently cautioned by the referee is also subject to suspension by the Board.

Player Code of Conduct: www.arlingtonsoccer.com/rules/ASAcod eofconduct_player.pdf