



2024-2025 League Rules

Arlington Soccer Association (ASA) League Rules

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Arlington Soccer Association (ASA) League Rules

1 PURPOSE

To establish league rules as a part of Arlington Soccer Association

The affiliate hierarchy of the ASA rules are:

- International Football Association Board (IFAB)
- Federation International de Football Association (FIFA)
- United States Soccer Federation (USSF)
- United States Youth Soccer Association (USYSA)
- North Texas State Soccer Association (NTSSA)
- Arlington Soccer Association (ASA)

Laws of the Game as promulgated by IFAB control except as provided otherwise.

Note: ASA Rules are subject to change at any time to conform to NTSSA rules.

2 Administration

2.1 Territory/Boundaries of ASA

- 2.1.1 The boundaries of the ASA are the boundaries of the Arlington Independent School District.
- 2.1.2 The boundaries of the ASA Arlington Soccer Unlimited (ASU) extend from a line from Granbury to Weatherford to Denton, then south from Denton along IH-35 to IH-45 to Corsicana, then from Corsicana to Hillsboro to Granbury.
- 2.1.3 Teams outside the ASU boundaries may participate in ASU provided that they use fields within the ASU boundaries for their home games or pay an extra fee to have their home games played in Arlington.

2.2 JURISDICTION

- 2.2.1 The ASA has the authority to create leagues and to abolish any leagues that it has created. The ASA has jurisdiction over any and all leagues that it has created, including but not limited to all Arlington Recreational Leagues 4U through 8U, 9U through 19U (ASU), Academy Leagues, Competitive Leagues and Adult Leagues.
- 2.2.2 The ASA has jurisdiction over ASA-sanctioned leagues, ASA teams participating in any NTSSA-sanctioned league, and all members and associate members of the ASA. This includes any A&D hearings on any playing rule violations that occur during League play regardless of where the game is being played.
- 2.2.3 No youth or adult league affiliated with NTSSA may be formed or operate within the ASA boundaries, which are the same as the boundaries of the Arlington Independent

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School District, unless it has been sanctioned by, and has agreed in writing to be responsible to, the ASA. This includes both recreational and competitive leagues.

2.3 Soccer Year/Season

- 2.3.1 The seasonal soccer year begins on September 1st and ends on August 31st of the following calendar year.
- 2.3.2 In order to complete the Fall Season (or other TOC related activities), the ASA may schedule games in August before August 31st; however, those games will be considered part of the Fall Season.

2.4 Team Registration for Play in the ASA

- 2.4.1 It is the intent of the ASA to ensure that the recreational program is not abused by the formation of illegal recreational teams that may in fact be select teams.
- 2.4.2 Teams must be members in good standing of their home associations and NTSSA and must have the permission of their home association in order to play in the ASA. All teams must follow the proper registration and formation procedures of NTSSA.
- 2.4.3 Teams must register with and through their home association. A copy of each team's roster as well as any monies due are required before a team will be scheduled to play.
- 2.4.4 Team fees, if any, must be received on or before the deadline date specified for each playing season, unless specific arrangements have been made and confirmed, in advance, with the ASA office.
- 2.4.5 Team fees, if any, are not refundable unless the team disbands before the first game of the season. The ASA office must be notified, in writing, of the team's disbanding two office days before the first game.
- 2.4.6 Teams must furnish a copy of their roster and/or add/delete sheet, if so, requested by the referee or association.
- 2.4.7 A coach must register his team to show his/her intent to return before the date specified for each season, or the team will be considered to be disbanded and the players will be placed accordingly. A team choosing not to play in a given season must advise the Recreational Coordinator the intent to return stating its intention to sit out a season to keep the team from being disbanded.

2.5 Registered Player

Definition – A registered player is one whose name appears on the team's NTSSA approved roster form, properly signed by the Home Association's registrar.

- 2.5.1 All registered players on the team's roster of records must be invited to play in the friendly or tournament game.
- 2.5.2 In order to promote soccer in the older age groups, a player in Under 4 and older age groups may invite a friend to play. There is no guarantee the friend

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will be placed on the team with the “buddy”, but all efforts will be made to accommodate.

2.6 Divisional Make-Up

Divisions are determined by the appropriate League Age Director, prior to the start of the season, these cannot be changed once the schedule has been made.

2.7 Financial Hardships and Special Considerations

- 2.7.1 Applications must be made in writing by the player’s parent, guardian, or coach of record with proper documentation.
- 2.7.2 The ASA shall handle the application with absolute confidentiality and compassion.
- 2.7.3 The NTSSA State Youth Commissioner and the ASA Board of Directors must approve provisions for handicapped players to play in younger age groups.
- 2.7.4 Financial Applicants will be required to work four (4) Field Marshall shifts at the soccer complex at 25% each shift in order to get full benefits. Each shift is worth 25%. If they work only two (2) shifts, then they only get ½ Financial Aid.

2.8 ASA Rule Changes

Any change in these rules (ASA League Rules), duly voted on and passed by the ASA Board of Directors, shall not become effective until the start of the playing season immediately following the rule change.

3 Rules and Regulations

3.1 Registered Players

- 3.1.1 Only registered players may play under the auspices of the ASA. A coach, assistant coach, or administrator found to knowingly use an unregistered player(s) may be suspended from all soccer activities for a minimum of one (1) year, and the team automatically forfeits all games in which the unregistered player(s) participated.
- 3.1.2 Any recreational coach who knowingly and/or willingly drops a player from their roster or advises that player not to play for their team, whether through direct contact or coercion could be suspended from coaching. Coercion would include, but not be limited to, encouraging the player to ask for reassignment or the coach making comments regarding the advanced skill level of his/her team in an effort to discourage the player from remaining on the team. This rule would apply to any player having already played for this team or a new player being added.

A Coach may refuse a player assigned to his/her team only if the team is at or above the maximum roster size for the age group in which the team is playing. A coach may not refuse or avoid accepting a player based on the player’s

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ability or playing experience. The ASA does not tolerate forming a recreational team by the selection of only experienced or skilled players.

A coach who fails to contact an assigned player on his/her team may be suspended from all soccer activities for up to one year.

3.2 Suspensions

The ASA may honor any and all suspensions of players, coaches, spectators, or referees issued by any affiliate of NTSSA. A team using such individual(s) under suspension will automatically forfeit all games in which the individual(s) participated.

3.3 Referees

3.3.1 Referees shall be registered/licensed by the USSF and assigned by an approved and registered assignor.

3.3.2 In order to free registered referees for higher level games, the ASA may require adults of Under 6, Under 8, or Under 10 teams to officiate one-half of their own games (see ASA Board Member on Duty).

3.4 Adult Background Checks

Anyone over the age of seventeen (17) who is a coach, assistant coach, manager, trainer, referee, volunteer, board member, staff, or employee, as well as anyone else who may be alone with a registered youth player is required to have a completed and current NTSSA Application and Consent for Criminal Background Check and Safe Sport Course on file.

3.5 Youth Releases

3.5.1 No coach, assistant coach, trainer, or team representative may practice with any NTSSA registered player who does not appear on his/her current NTSSA roster, or who is not considered to be a free agent by current NTSSA rules. Exception: A coach who at the request of another team's coach, substitutes for that coach at practice or games, for the convenience of the requesting coach.

3.5.2 Failure to comply with the above rule may result in the offending coach, assistant coach, trainer, or team representative being suspended from soccer activities for a period of not less than one (1) year.

3.5.3 Any recreational player currently registered to a recreational team and wishing to be released to join a competitive team may do so only between December 1st and March 15th.

3.5.4 NTSSA Player Release forms are on the ASA Web Site or may be picked up at the ASA Office by players, parents, and coaches.

3.5.5 Release before registration for spring season: Coaches wanting to drop players from the previous Fall season's recreational roster must complete a release form provided by ASA and submit the signed document to the ASA

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Office. These releases must be included with the coach's Intent to Return form. If this procedure is not followed exactly, the coach may face disciplinary action, including possible suspension.

1. If the request is approved by the appropriate League Director and Vice President of Recreational Leagues, the coach must notify such player(s) at least 15 days before the team registration is turned in. Players must be notified in writing and be given a NTSSA-approved release from the team.
2. If the request to drop the player is disapproved, the coach must follow the approved procedure for appeals to the appropriate League Director and then to the Vice President of Recreational Leagues.

3.6 Recruitment

- 3.6.1 No coach, assistant coach, trainer, team representative, registered player, parent, or advertisement may offer any kind of inducement to recruit a player to play on his respective team. Coaches are responsible for the actions of all of the above listed participants on their team.
- 3.6.2 Failure to comply with this rule may result in the offending party being suspended from all soccer activities for a period of not less than one (1) year. (For exceptions, see NTSSA Rule 3.10.8)

3.7 Discipline (See NTSSA Rule 3.11 - DISCIPLINE)

- 3.7.1 Misconduct of Spectators
It is the official policy of the ASA that the game officials (referees and/or assistant referees), field marshals, and/or any other person designated by the ASA Board of Directors to monitor field activity will not tolerate spectator misconduct in any form, be it vocal or physical, toward any player, coach, game official, field marshal, or ASA Board designate.
- 3.7.2 Misconduct Towards ASA Officials or Employees
- 3.7.2.1 If the ASA receives a report of alleged assault/abuse towards any ASA official or employee by any person; including players, coaches, assistant coaches, managers, trainers, or spectators, the incident will be immediately scheduled for a hearing by the ASA A&D Committee.
- 3.7.2.2 If the ASA A&D Committee determines that there was sufficient evidence to consider the incident was assault/abuse, a copy of the report will be sent to NTSSA. *Note: Assault/abuse shall be the same as in NTSSA Rule 3.11.7 – Misconduct Toward Referee, plus damaging any personal property of the official/employee.*
- 3.7.2.3 Any person found guilty of physical violence or personal attack towards an ASA official or employee may be suspended from all soccer activities for a minimum of one (1) year. *Note: Stiffer penalties may be imposed by the ASA or NTSSA.*
- 3.7.3 Ejections, Dismissals, and Game Sit Outs
- 3.7.3.1 When ejected from a game, players must immediately leave the soccer complex or go to the picnic pavilion with a parent or responsible adult. Players

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who receive an ejection may be required to appear before the A&D Committee, which may assess additional penalties. Coaches and spectators who are ejected or dismissed from a game must immediately leave the soccer complex.

- 3.7.3.2 Punishment for VIOLENT CONDUCT can be assessed up to a two-game suspension.
- 3.7.3.3 **EXTREME VIOLENT CONDUCT** is a minimum three (3) game suspension and a possible A& D hearing to determine potential additional disciplinary action. **EXTREME VIOLENT CONDUCT** includes but is not limited to fighting.
- 3.7.3.4 Under **NO** circumstances may an ejected player or dismissed coach and/or spectator return to the game field or have any contact with the team until the team members have dispersed and are returning to their vehicles in the parking lot.
- 3.7.3.5 A coach, manager, or spectator who is serving a sit out **may not** be at the soccer complex at which the game being missed is being played, including immediately prior to or following the game they are sitting out. “The complex” includes outside the fence line of the soccer fields. Exception: A coach who is serving as a sit out for one team may be at the complex to coach a different team for which he/she is coach of record but may have **NO** contact with the team for which the sit out is being served. The use of electronic devices (cell phones, walkie-talkies, etc.) to communicate coaching information during the game would be considered a violation of the sit out and result in additional sit out time being assessed.
- 3.7.3.6 Any coach, manager, spectator who owes a sit out but does not sit out the NEXT game scheduled for his/her team will automatically receive an additional game sit out. They may also be required to attend a hearing of the A&D Committee, at which time additional sanctions could be assessed including, but not limited to, more missed games and/or games they attended being declared forfeits.
- 3.7.3.7 **Players** who participate in a game that they were to be serving a sit out will automatically receive an additional game sit out. They may also be required to attend a hearing of the A&D Committee at which time additional sanctions could be assessed including, but not limited to, more missed games and/or games in which they participated being declared forfeits. To receive credit for their sit out, the Sit Out verification form must be filled out completely and signed by the referee. A form without all of the appropriate signatures will not be considered valid. The player does NOT need to be present.
- 3.7.3.8 For a player that is due to sit out a game and the opposing team does not show (forfeits), and the game is not played due to the forfeit of the opposing team – that player is considered to have fulfilled his/her obligation for that game.
- 3.7.4 Misconduct and Punishment of Teams
- If a game is not completed because of misconduct clearly traceable to one of the contending teams, its management, or its spectators as determined by the

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ASA Appeals & Discipline Committee, the A&D Committee shall decide the disposition of the game.

3.8 Coaching License Requirements

- 3.8.1 Any person who coaches or will coach Under 6 or Under 8 age teams and are not USSF licensed coaches are encouraged to participate in a “G” coaching course prior to or during the season they coach those age groups.
- 3.8.2 Any designated team official not limited to the coach must undergo the North Texas Criminal background check and Safe Sport Course before they can be added to the team roster.

3.9 Referee System

- 3.9.1 Jurisdiction – The referee is in control of the field and all activities thereon from the time of their arrival at the field until the completion of the match and the referee has left the field of play. The referee’s decisions are final.
- 3.9.2 Any act of verbal or physical aggression towards a referee will not be tolerated.
- 3.9.3 Complaints concerning the conduct of referees are to be properly submitted by using the Referee Evaluation Form found on the ASA Web Site.
- 3.9.4 The responsibilities of the referee are:
- Ensure the safety of the players.
 - Enforce the Laws of the Game
 - Check game sheets.
 - Turn in all paperwork regarding the match (including any and all misconduct reports) within 48 hrs. after completion of the match.
- 3.9.5 Referees are assigned to games based on their qualifications and experience level as determined by the Referee Assignor.
- 3.9.6 Referees are only permitted to cover games assigned by the Referee Assignor.
- 3.9.7 Game Protest
- There are only two (2) acceptable causes for the protest of a game after it has been played. They are:
- A team knowingly plays an unregistered, ineligible, or suspended player; or
 - There has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the match, *and* the referee admits it.
- 3.9.8 A team that knowingly plays an unregistered, ineligible, or suspended player shall forfeit all of the games in which the player participated. A coach, assistant coach, and/or manager of the team playing such a player may be suspended for a minimum period of one (1) year. The offending player may be suspended from soccer activities.

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3.10 NTSSA and ASA Rules of Competition

The rules of play are the FIFA Laws of the Game, NTSSA modified rules, or modified by ASA as follows:

3.10.1 The Ball

3.10.1.1 In order to provide uniformity, only stitched balls should be used as game balls.

3.10.1.2 The home team furnishes the game ball.

3.10.1.3 Ball sizes for various age groups are as follows:

| | |
|-------------------|--------|
| 13/14U and up | Size 5 |
| 9/10U and 11/12 U | Size 4 |
| 4/5/6U and 7/8U | Size 3 |

3.10.2 Substitution of Players

3.10.2.1 The 4U, 6U (Mini League) and 8U (Minor League) age divisions shall play by the quarter substitution system.

3.10.2.2 10U (Junior League) and Arlington Soccer Unlimited (ASU) shall follow substitution rules as defined by ASA.

3.10.3 Duration of Games

3.10.3.1 The length of games for the various age groups is as follows:

| | |
|---------------|-------------------------------|
| 4 & Under | 4 quarters of 6 minutes each |
| 5 & 6 Under | 4 quarters of 8 minutes each |
| 7 & 8 Under | 4 quarters of 10 minutes each |
| 9 & 10 Under | 2 halves of 25 minutes each |
| 11 & 12 Under | 2 halves of 30 minutes each |
| 13 & 14 Under | 2 halves of 35 minutes each |
| 15 & 16 Under | 2 halves of 40 minutes each |
| 17 Under & up | 2 halves of 45 minutes each |

3.10.3.2 Games played in quarters have a 2-minute break between quarters 1 & 2 and quarters 3 & 4, and a 5-minute break between quarters 2 & 3. Games played in halves have a 10-minute halftime break.

3.10.4 Minimum Playing Time

3.10.4.1 Each player in all recreational age groups must play at least 50% of each game, when present at the game.

3.10.4.2 A player who is too ill or injured to play or to resume play must inform the coach who in turn will notify the referee and opposing coach prior to the completion of the game.

3.10.4.3 No coach may play a player less than the minimum time stated above without the prior written approval of the League Director. The coach must give a written application for such approval to the League Director, as well as copies to the player and player's parents/guardians, not less than 48 hours before

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game time. The application must state why the coach desires not to allow the player to play the required minimum playing time.

3.10.4.4 The minimum playing time rule applies to all ASA games (regular season, tournament games).

3.10.4.5 A coach may be suspended up to one (1) year for violation of the minimum playing time rule.

3.10.5 Player's Equipment

3.10.5.1 All teams are required to have permanent numbered jerseys and corresponding alternate numbered jerseys or pinnies. Field players without numbers will not be allowed on the playing field. (exception: no numbers required for 4U).

Note: A shirt of similar color with permanent marker is acceptable. Tape of any kind is not acceptable.

3.10.5.2 Shin guards must be worn by all players.

3.10.5.3 A player may not wear anything that is dangerous to another player or themselves. Orthopedic braces with hinges must have a protective sleeve and completely cover the hinge. A player with a hard cast (padded or not) will not be allowed to play at the 4 Under through 10 Under level. An 11 Under through 19 Under player wearing a hard cast that has been wrapped with a protective covering (bubble wrap or foam rubber) may play if the referee for the game determines that the padding is adequate to allow that player to play. The player wearing the cast must be presented to the referee before every game and the decision to allow the player to play will be made at the discretion of the referee for the given game.

3.10.5.4 The goalkeeper shall wear colors that distinguish them from the other players and the referee. Goalkeepers are not required to have a number on their jersey but should be identified by number on the roster.

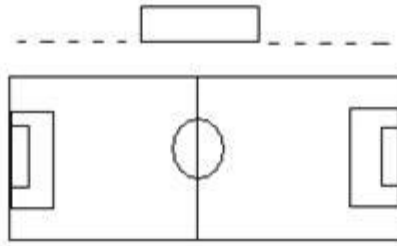
3.10.6 Location of Coaches, Non-Playing Players, and Spectators

3.10.6.1 For games played in the 4 under, Mini (6 under) and Minor (8 under) League Age divisions, the parents/coaches, non-playing players, and spectators must be located not less than 3 yards from the touch line and not closer than 10 yards to the goal line.

3.10.6.2 For games played in the Junior (10 Under) and ASU 12 Under League Age divisions, the parents/coaches, non-playing players, and spectators must be located not less than 3 yards from the touch line and not closer than 20 yards to the goal line.

3.10.6.3 For games played on Fields 1 through 4, and 13 through 23 at the Harold Patterson complex, parents/coaches, non-playing players, and spectators must be located not less than 3 yards from the touch line and not more than 20 yards from the center line. Teams will occupy one side of the field and the parents/spectators will occupy the opposite side of the field. The Home team will occupy the north or west end of the field.

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3.10.7 Division Standings

- 3.10.7.1 Division standings are not recorded for 4 under through 8 under teams.
- 3.10.7.2 Standings for the 9 under through 19 under teams will be determined by a four (4) point system.
 - (a) 3 points per win
 - (b) 1 point per tie
 - (c) 0 points per loss
- 3.10.7.3 In the case of a tie in points at the end of the season, the following tie breakers will be applied:
 - (a) Head-to-head competition
 - (b) Goal differential – goals scored minus goals scored against (maximum of 3 points goal differentials per game).
 - (c) Fewest number of cards
 - 1 point per yellow
 - 2 points per red
 - (d) Playoff game

3.11 Developmental Modified Soccer Rules for 4 Under through 10 Under

- 3.11.1 The philosophy of modified soccer is to have fun and teach the younger child skills and sportsmanship in a manner that is consistent with the child's emotional, physical, and mental development.
- 3.11.2 Modified soccer emphasizes enjoyment over competition and offers maximum playing time for each child that allows the most opportunities for touches of the ball.
- 3.11.3 Referees must be USSF registered, or clinic trained. All infractions must be briefly explained by the referee to players, and if necessary to the coaches. Explanation of infractions to coaches should not interrupt the flow or spirit of the game.
- 3.11.4 No individual is allowed to run the length of the field, except for the participants or officials of the game.
- 3.11.5 **Heading Rule.** Players in U12 programs and younger shall not engage in heading, either in practices or in games. Per U.S. Soccer Referee Program – How the rule should be implemented: “When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area,

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the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.”

3.12 Modified Playing Rules for 4 Under

3.12.1 Number of players

Field Players – 3 a side (no goalkeeper allowed)

Minimum to start - 3.

Minimum to continue – 3.

Roster – 6 maximum and 4 minimum

3.12.2 Teams may be coed.

3.12.3 Substitutions at end of quarters only, except for injuries.

3.12.4 Play minimum of 50% of total playing time

3.12.5 Equipment

Footwear: Tennis shoes or soft cleated soccer shoes. *Note: no baseball cleats with the front cleat allowed*

Balls must be stitched and size 3.

3.12.6 Duration of game (see ASA League Rule 3.10.3.1)

3.12.7 Start of Play – Opponents must be outside of the center circle on their side of the center line.

3.12.8 Referee – Fouls/Misconduct. The referee shall briefly explain all infractions to the offending player.

3.12.9 Offside – No offside.

3.12.10 Free Kick – All free kicks are indirect with all opponents at least 3 yards away. A goal may only be scored if the ball has been touched by another player.

3.12.11 Throw-ins – Players have two chances, and referee must explain proper method, if not successful on the first throw-in.

3.12.12 Goal Kick – Goal kicks are taken on designated field markings or anywhere within 3 yards from the goal. Opponents must be at least 3 yards away.

3.12.13 Corner Kick – Corner kicks are taken from inside the corner arc. Opponents must be at least 3 yards away.

3.12.14 Slide Tackling – NOT allowed.

3.12.15 Field of Play

Field Size – 20 yards x 30 yards (approximate)

Goal Size – 4 feet x 6 feet

Center Circle – 3-yard radius

Corner Arc – 2-foot radius.

Goal Area – 3 yards from each post and 3 yards out from goal line

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3.13 Modified Playing Rules for 5 Under and 6 Under

- 3.13.1 Number of Players
 - Field Players – 4 a side (no goalkeeper allowed)
 - Minimum to Start – 3
 - Minimum to Continue – 3
- 3.13.2 Roster – 8 maximum and 6 minimum
- 3.13.3 Substitutions at end of quarters only, except for injuries.
- 3.13.4 Play minimum of 50% of total playing time.
- 3.13.5 Teams may be coed.
- 3.13.6 Equipment
 - 3.13.6.1 Footwear: Tennis shoes or soft cleated soccer shoes. Note: *No baseball cleats with the front cleat will be allowed.*
 - 3.13.6.2 Ball must be stitched and size 3.
- 3.13.7 Duration of Game (See ASA League Rule 3.10.3.1 Duration of Games)
- 3.13.8 Start of Play – Opponents must be outside of the center circle on their side of the center line.
- 3.13.9 Referee – Fouls/Misconduct. The referee shall briefly explain all infractions to the offending player.
- 3.13.10 Offside – No offside.
- 3.13.11 Free Kick – All free kicks are indirect with all opponents at least 3 yards away. A goal may only be scored if the ball has been touched by another player.
- 3.13.12 Throw-ins – Players have two chances, and referee must explain proper method, if not successful on the first throw-in.
- 3.13.13 Goal Kick – Goal kicks are taken on designated field markings or anywhere within 3 yards from the goal. Opponents must be at least 3 yards away.
- 3.13.14 Corner Kick – Corner kicks are taken from inside the corner arc. Opponents must be at least 3 yards away.
- 3.13.15 Slide Tackling – NOT allowed.
- 3.13.16 Field of Play
 - Field Size – 25 yards x 35 yards
 - Goal Size – 4 feet x 6 feet
 - Center Circle – 3-yard radius
 - Corner Arc – 2-foot radius.
 - Goal Area – 3 yards from each post and 3 yards out from goal line

3.14 Modified Playing Rules for 7 Under and 8 Under

(These rules do NOT apply to the Academy League)

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3.14.1 **Number of Players**

Field Players – 4 a side

Minimum to Start – 3

Minimum to Continue – 3

3.14.2 Roster – 8 maximum and 5 minimum

3.14.3 Substitutions at end of quarters only, except for injuries.

3.14.4 Play minimum of 50% of total playing time

3.14.5 Teams may be coed.

3.14.6 Equipment

3.14.6.1 Footwear: Tennis shoes or soft cleated soccer shoes. Note: *No baseball cleats with the front cleat will be allowed.*

3.14.6.2 Ball must be stitched and size 3.

3.14.7 Duration of Game (See ASA League Rule 3.10.3.1 Duration of Games)

3.14.8 Start of Play – Opponents must be outside of the center circle on their side of the center line.

3.14.9 Referee – Fouls/Misconduct. The referee shall briefly explain all infractions to the offending player.

3.14.10 Offside – No offside.

3.14.11 Free Kick – All free kicks are indirect with all opponents at least 3 yards away. A goal may only be scored if the ball has been touched by another player.

3.14.12 Throw-ins – Players have two chances, and referee must explain proper method if not successful on the first throw-in.

3.14.13 Goal Kick – Goal kicks are taken on designated field markings or anywhere within 3 yards from the goal. Opponents must be at least 3 yards away.

3.14.14 Corner Kick – Corner kicks are taken from inside the corner arc. Opponents must be at least 3 yards away.

3.14.15 Slide Tackling – NOT allowed.

3.14.16 Field of Play

Field Size – 25 yards x 35 yards

Goal Size – 4 feet X 6 feet

Center Circle – 5-yard radius

Corner Arc – 2-foot radius.

Goal Area – 3 yards from each post and 3 yards out from goal line

3.15 Modified Playing Rules for 9 Under and 10 Under

(These Rules do NOT apply to the Academy League)

3.15.1 Number of Players

Field Players – 7 a side (including a goalkeeper)

Minimum to Start – 5

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Minimum to Continue - 5

3.15.2 Roster – 12 maximum and 7 minimum

- Substitutions, with Referee permission, allowed in accordance with the following:
- Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- Prior to a goal-kick by either team
- Either team, after a goal is scored.
- Team at an injury, when the referee stops the play.
- At halftime
- When a caution (yellow card) is given, that player may be substituted for

3.15.3 Each recreational player, when present at a game, shall be required to play a minimum of 50% of the time.

3.15.4 Duration of Game (See ASA League Rule 3.10.3.1 – Duration of Games)

3.15.5 Start of Play – Opponents must be outside of the center circle on their side of the center line.

3.15.6 Offside – conform to IFAB

3.15.7 Free Kick – All opponents must be at least 8 yards away.

3.15.8 Penalty Kick – All opponents must be at least 8 yards away.

3.15.9 Throw-ins – conform to IFAB

Goal Kick – conform to IFAB

Corner Kick – Corner kicks are taken from inside the corner arc. Opponents must be at least 8 yards away.

3.15.10 Slide Tackling – conform to IFAB

3.15.11 Field of Play

Field Size – 35 yards x 55 yards

Goal Size – 6.5 feet X 18 feet

Center Circle – 8-yard radius

Corner Arc – 2-foot radius

Goal Area – 6 yards from each post and 6 yards out from goal line

Penalty Area – 14 yards from each post and 14 yards out from goal line

3.16 Playing Rules for Arlington Soccer Unlimited (ASU)

3.16.1 Number of Players

Field Players

11U-12U – 9 a side (including goalkeeper)

13U-19U - 11 a side (including goalkeeper)

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Minimum to Start – 7

Minimum to Continue – 7

- 3.16.2 Roster – 16 maximum and 10 minimum (for Under 11 – Under 12)
18 maximum and 12 minimum (for Under 13-Under 14)
22 maximum and 14 minimum (for Under 15 – Under 19)

3.16.3 ASU Boundaries – (See ASA League Rule 2.1.2)

3.16.4 ASU Team Registration (See ASA League Rule 2.3 Team Registration for Play in the ASA)

3.16.5 Right of Refusal

The ASA may refuse any team the right to play in the ASU with the Vice President of Recreational Leagues and/or ASA Board of Directors approval.

3.16.6 ASU Team Formations

ASU is a recreational league formed through player pools. Any team not formed through their Home Association player pools will be considered Competitive and not allowed to play in ASU.

3.16.7 Outside Home Association Fields

Teams whose Home Association is other than ASA, shall notify the ASU League Age Director immediately when their local fields have been closed. Teams playing at fields other than Harold Patterson Complex fields should contact the Home Association of their opponent to find out the field conditions.

3.16.8 Game Sheets for Games Played at Outside Home Association Fields

The coach or manager is responsible for sending the game sheet to the ASA Office within 48 hours of the game if the game was not played at the Harold Patterson complex. Three (3) points will be deducted from the team's season standings points if the game sheet is not received in the office within this time frame.

3.16.9 **Heading Rule.** Players in U12 programs and younger shall not engage in heading, either in practices or in games. Per U.S. Soccer Referee Program – How the rule should be implemented: “When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.”

3.17 Playing Rules for Arlington Premier Academy League (PAL)

The Academy Rules are a separate document.

4. Arlington Soccer Association Field Rules

4.1 Game Day Responsibilities

- 4.1.1 Each team is responsible for game sheets if playing at other locations besides Harold Patterson. Notations should be made for missing or late players.
- 4.1.2 If a coach has a hearing-impaired player, the coach should inform the game official prior to the start of the game. The player should be identified to the official by the player's number.
- 4.1.3 The home team will furnish an acceptable sized and stitched ball.
- 4.1.4 The home team will occupy the North or West side of the field.
- 4.1.5 Teams must declare team colors at the start of the soccer year and must appear at each game in those colors unless the team is the home team and is aware of a potential color conflict.
- 4.1.6 The home team must change jerseys in case of color conflict, unless mutually agreeable by both coaches. The referee has final say on color conflict issues.
- 4.1.7 If a team must change jerseys due to a color conflict, the numbers on the jersey will not be required to match the players' assigned numbers.
- 4.1.8 Warm-ups are permitted to be worn over the uniform; however, the warm-up jacket/top must have a number no less than two (2) inches in height, and the number must be the same as the player's assigned number. The warm-up must also be similar in color to the uniform colors. Color conflicts for warm-ups will be handled in the same manner as for jersey conflicts.

4.2 Miscellaneous

- 4.2.1 A coach may only coach one (1) team per League Age Division.
- 4.2.2 Scheduled games (due to non-weather cancellations) will not be rescheduled without the concurrence of both coaches, and the League Age Director or the ASA Board of Directors.
- 4.2.3 Coaches, assistant coaches, players, or spectators shall not wear a referee shirt or socks on the field or sideline during a game, in which they are a coach, assistant coach, player, or spectator. (Lowering of the referee sock, whereby the white of the sock is not visible, prior to approaching the field is acceptable.)
- 4.2.4 The individual wearing such (referee) attire must remove the attire or leave the sideline, or the team with which the individual is involved/affiliated will forfeit the game.
- 4.2.5 On all of the fields, only the current teams (players and coaches) are allowed on the field (either for warm-ups or the actual game). **NO TEAM WARMUP IS PERMITTED INSIDE THE 18 YARD PENALTY AREA OF THE GOALS.** There is to be no free play by spectators at any time, including half time before or after the games, etc.

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4.3 Game Forfeits

- 4.3.1 Any recreational team (see API Rules for competitive team forfeits) forfeiting their game must contact the ASA Office no later than two (2) office days prior to the scheduled game.
- 4.3.2 Any team failing to field the minimum number of players after 15 minutes of the scheduled starting time will forfeit the game.
- 4.3.3 Unless ASA is their Home Association, teams are responsible for notifying their Home Association/Assignor if the game was to be played at their location that the game has been forfeited.
- 4.3.4 Any team forfeiting three (3) or more games will not be considered in contention to receive any awards.
- 4.3.5 Games that are forfeited prior to the scheduled game day are considered forfeits, regardless of if games for that day are cancelled due to weather conditions.
- 4.3.6 If a coach pulls their team off the field, the team shall receive an automatic forfeit and the Coach will be required to attend an A&D Hearing to explain his/her actions.

4.4 Harold Patterson Complex Rules

- 4.4.1 Only scheduled games are allowed on the soccer complex. Practices or scrimmage games are not allowed on the fenced soccer complex, unless authorized by the ASA Board of Directors or the City of Arlington Parks & Recreation Department.
- 4.4.2 If a team is found in violation of Rule 5.4.1, the following fines/penalties shall apply to said team, if found guilty:
 - 1. First Offense – reprimand and 6 hours of field duty and/or other terms
 - 2. Second Offense - \$150 fine
 - 3. Third Offense - \$200 fine and suspension of coach up to 1 year
- 4.4.3 The following items are prohibited at the complex:
 - 1. Alcoholic beverages are prohibited inside the complex and in the adjacent parking lots for youth and adults.
 - 2. Glass containers are prohibited inside the complex.
 - 3. No sound amplification devices of any type, except for ASA approved use, are allowed.
 - 4. No climbing on the soccer nets is allowed.
 - 5. No dogs or other pets are allowed inside the fenced complex (per city ordinance).
 - 6. Littering of the fields will not be tolerated. Teams are expected to work together to pick up trash at their sideline at the conclusion of their game. Board Members and/or Field Marshals will be watching for violators. Any team who does not pick up the area after their

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game will be subject to a \$25 fine for the 1st offense, \$50 fine for the 2nd offense, and \$100 fine for the 3rd offense. Please help keep the soccer complex free of litter.

7. Park only in designated areas. No unauthorized vehicles will be allowed on the soccer complex.
8. Observe all signs, and only cross the fence at the gates.
9. On all fields, only the current teams (players and coaches) are allowed on the field (either for warm-ups or the actual game). **NO TEAM WARMUP IS PERMITTED INSIDE THE 18 YARD PENALTY AREA OF THE GOALS.** There is to be no free play by spectators at any time, including half time or before or after the game, etc. Violations of this rule may result in a fine imposed against the offending team.

4.5 Game Delays/Cancellations

4.5.1 Game Delays

- 4.5.1.1 Should a referee fail to appear by the scheduled start time of the game, the teams should wait fifteen (15) minutes for the referee to arrive.
- 4.5.1.2 If the referee failed to appear after fifteen (15) minutes, a team representative should contact the ASA Board Member on Duty, ASA Referee Assignor, or ASA Board designate.
- 4.5.1.3 If necessary, in League Age games of 10 UNDER and under (Mini, Minor, or Junior League), the teams should attempt to play the game by selecting an individual from each team to officiate one half of the game. Neither coach nor assistant coach shall participate in the game officiating. If this method is used in order to play the game, the game becomes official and is non-protest able.

4.5.2 Game Cancellations

- 4.5.2.1 In case of bad weather, games may be suspended or cancelled.
- 4.5.2.2 The decision to suspend play before a game start may be made by any of the following, in this order of priority:
 - City of Arlington
 - ASA Facilities Director
 - ASA President
 - ASA Board Member on Duty
 - Any other ASA Board Member
- 4.5.2.3 If the games are cancelled far enough in advance of their starting times to allow notice, the game cancellations will be posted to the rain out hotline. League Age Directors will be notified, when possible.
- 4.5.2.4 Teams must report to the playing field unless the coaches were previously notified. The penalty for failure to follow this rule is forfeiture of the game.

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- 4.5.2.5 Games reaching the completion of the first half of regulation play will be considered to be a full game.
- 4.5.2.6 If bad weather occurs during a game, the referee at their discretion will have the option of suspending the game.
- 4.5.2.7 If bad weather occurs during a game, in which there is no person identified in Rule 5.5.2.2 at the Harold Patterson Complex, the referee at their discretion will have the option of cancelling the game after suspension of the game.
- 4.5.2.8 The referee has the final say regarding the playability of the field. If a team is unsure, the team should go to the field to await the referee's decision.
- 4.5.2.9 The light pole at the concession stands and at the Referee Hut between fields 16 and 18 at Harold Patterson will be used to signal inclement or dangerous weather conditions.

Yellow light – Games are in Suspension.

If the yellow light appears, all should seek shelter (off the fields) due to potentially dangerous weather conditions. Games may be resumed after suspension if conditions are okay, or suspension may be extended.

Red Light - Games are canceled for the day.

If the red light appears, the Harold Patterson Soccer Complex has closed for the day due to dangerous weather or unplayable weather conditions.

5 Team's Rights and Ethics

5.2 Rights of Players, Parents, or Guardians Concerning Anyone Who is Delegated Team Authority

- 5.2.1 If at any time during the course of the existence of a team; a coach, assistant coach, manager, or any individual who is delegated any team responsibility exhibits irresponsibility or character that may be deemed detrimental to the development of a player, that individual may be required to surrender their position by the ASA.
- 5.2.2 A request for such action must be submitted, in writing, to the Director of Coaches and the Vice President of Recreational Leagues. If that request is signed by at least fifty percent (50%) of the team's parents or guardians (each player's family counting as one signature), the Coaches Committee shall hear the request.
- 5.2.3 The Director of Coaches and the Coaches Committee shall decide whether to grant the request.
- 5.2.4 Offenders are subject to removal from their position and up to a one (1) year suspension from all ASA soccer related activities.

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- 5.2.5 The ASA Board of Directors through majority vote may deny membership to any coach, player, assistant coach, or team manager. Requirements for denial of membership include, but are not limited to, continued rules violations, ethical or moral complaints that are a detriment to the players, violent behavior as reported by a referee or ASA representative, questionable or negative results from the background check.

5.3 Code of Ethics for Coaches

All coaches in the ASA shall do their best to abide by the seven articles of the NTSSA Code of Ethics for Coaches (See NTSSA Rule 8.1 – [NTSSA CODE OF ETHICS FOR COACHES - NTSSA Rules \(.pdf\)](#))

5.4 Code of Ethics/Conduct for Parents (See NTSSA Rule 8.2 – NTSSA PARENT’S CODE OF CONDUCT)

1. It is the official policy of the Arlington Soccer Association Board of Directors that the game officials (referees and assistant referees), field marshals, and/or any other person designated by the ASA Board to monitor field activity will not tolerate parental/spectator misconduct in any form, be it vocal or physical, toward any player, coach, game official, field marshal or ASA Board designate.
2. Should a spectator entering the playing field during league play with the perceived intent of engaging in fighting or retaliation against another player or spectator will be suspended, along with all spectators from that team for a minimum of 2 games.
3. It will be the responsibility of the coach to control the conduct and behavior of the parents/spectators associated with his/her team before, during, and after the soccer game.
 1. It will be the responsibility of the assistant coach and the team manager, as listed on the official NTSSA team roster, to assist the coach in controlling these situations.
4. Should the referee deem the conduct of a parent/spectator to be inappropriate, the referee will issue one verbal warning to the coach of the offending sideline. If the behavior is not immediately corrected, the coach will be called onto the field, issued a caution for dissent, and told specific points for the immediate correction of the sideline demeanor.
5. Should the field marshal or an ASA Board designate deem the conduct of a parent/spectator to be inappropriate, he/she will verbally warn the coach and the parent/spectator of the offending sideline and at an appropriate stoppage in the game (i.e., quarter or halftime), consult with the game officials concerning the spectator conduct.
6. Should the misconduct continue or be apparent, the referee will **require** that the parent/spectator leave the sideline and report to the parking lot. After the game,

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- the referee will report to the Board Member on Duty to file an **ASA Spectator Incident Report**.
7. Should the parent/spectator fail to leave within two minutes after being required to leave, the referee will immediately abandon the game and report directly to the Board Member On Duty to file an **ASA Spectator Incident Report** and complete a **NTSSA Outdoor Referee's Misconduct Report** with the notation: "***Game abandoned due to spectator misconduct***".
 8. The coach, assistant coach, or team manager will identify the parent/spectator when asked to do so by the referee, field marshal, or the ASA Board designate. Failure to do so will require that the whole team appear before the A&D Committee.
 1. Punitive measure may require that:
 - a. No parents/spectators will be allowed on the sidelines during the team's next scheduled game, except for the coach, assistant coach, and team manager as listed on the team roster on file with the ASA registrar.
 9. Should a second **ASA Spectator Incident Report** be filed against the same team at any time during the soccer year, the coach, assistant coach, and team manager will be **required** to attend a hearing before the A&D Committee.
 1. Punitive measures may require that:
 - a. The coach, assistant coach, and team manager will each serve as a field marshal on a date assigned to each of them from the Director of Coaches.
 - b. If either the coach, assistant coach, or team manager elect **not** to serve as a field marshal, their failure to complete the required service will result in further punitive measures.
 10. The A&D Director will be responsible for investigating these violations.