

EASTERN AREA SOCCER LEAGUE OUTDOOR RULES

1. The Eastern Area Soccer League will operate in the following boys & girls divisions: U6, U8, U10, U12, U14, U18 and Adult Pick-Up. Each individual recreation council will decide on which divisions they will participate in:

A. Age determination date: January 1st – U14 only – Age determination will be based upon if the player is entering the 8th grade or 9th grade. If the player is entering the 8th grade they have the option to play U14. If the player is entering the 9th grade they will play U18.

B. Divisions: There will only be one division in each age group UNLESS there is a mass number of teams in a certain age group than there could be more than one division. Teams are to be drafted as evenly as possible. If a council participating in the EASL loads teams with players that are or have been in other travel/club leagues, the council will be brought before the EASL executive committee for possible removal from the league.

C. Time duration for each age group:

Under 6 (2) 15-minute halves Total game time = 33 minutes

Under 8 - Under 18 (2) 25-minute halves Total game time = 53 minutes

Adult Pick-Up (2) 25-minute halves Total game time = 53 minutes

***** There will be a 3-minute maximum break at half time *****

D. Entry fee is \$15 per team for U6 - Adult Pick-Up

2. Registrations: Each participating recreation council will handle their own registrations, fundraisers, and in-house award ceremonies. All participating rec councils need to have players and parents fill out a “CODE OF CONDUCT” and waiver form per the Eastern Area Director.

3. Referees: Paid officials will be used for all league and tournament games. If a paid official does not show up than a volunteer whom is 21 years or older may officiate – provided both teams agree.

A. The following number of officials will be used at each game:

U8 – 1 Preliminary Official (determined by the Official Coordinator) and 1 Senior Official

U10, U12, U14, U18 & Adult – 2 Officials

B. Official Fees will be:

U8, U10, U12 - \$30 per team

U14, U18 and Adult Pick-Up - \$35 per team

C. The official is in charge of the game. He or she has control from the time they arrive on the field until the time they leave the premises – including the time before kick-off, half-time and after the game is over.

D. The officials use red and yellow card to communicate to players and coaches. The definitions of the cards are as follows:

- o Yellow Card – Indicates that a player has been cautioned and removed from game play. A substitute may be put into the game in the removed players’ place. The removed player can go back into the game on the next substitution. If a player is shown a second yellow

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card the player is removed from the game and not replaced and will serve that game plus a one (1) game suspension. A player/coach receiving a yellow card must be noted by the referee and reported to the EASL board for any future disciplinary action.

o Red Card – Indicates that a player is removed from the game and not to be replaced. Any player ejected from a game (red-carded) for misconduct or use of foul or abusive language shall be suspended for two (2) games. Any coach ejected from a game (red-carded) for misconduct or use of foul or abusive language shall be suspended 7 days from the date of infraction pending review from the Executive EASL Board. Any player or coach receiving a red card whom are also league qualified referees will also not be allowed to referee during their suspension. Once red carded the coach or player must leave the field immediately and go to the parking lot and may not re-enter or participate on any of the EASL fields until their suspension has been served. This information will be forwarded to the EASL Official Coordinator for follow-up the same day as the red card is issued. The EASL Officials are trained and USSF certified.

E. The Fans/Parents must be on or even with the bleachers when watching games between the 18-yard lines and at least 5 feet back from the touch line. They must never approach the coaches box during or after game play. It is the coach's responsibility to control their teams' parents and fans. Failure to do so could result in the coach being suspended.

F. Since paid officials are being used it is very important that the home recreation council chairperson notify the EASL Official Coordinator two (2) hours prior to the game if there is a cancellation. Once a cancellation is made, all remaining games for that day at the site are cancelled. Home recreation council is responsible for calling the opposing league representative as soon as possible to notify them of cancellations. Field playing conditions will only be determined by the full-time staff members, paid leaders or designated EASL representatives assigned to the fields and not by the officials, team managers, or coaches. But once the game has started the onsite official/officials will make game cancellation decisions. Once 1/2 the game is played the game is considered to be a full game. Unplayable conditions of the field or lightning/thunder will be the only reasons to postpone games. In case of thunder/lightning, players and coaches must go to their cars and wait 30 minutes before the game will resume. If lightning/thunder occurs twice in 30 minutes then the game/games will be cancelled. If the game is not considered an official game and it affects the outcome of the EASL standings, it will be rescheduled and started where it left off. If possible, the same officials will come back and will not get paid since they already received payment.

4. The home team is responsible for providing pennies in case of conflict. The Scheduling Coordinator will be responsible for rescheduling games after clearing of the field (weather related). IF pennies cannot be provided within 15 minutes of game time a forfeit would occur.

5. Standings: The season will start the first Friday after Labor Day and will consist between 8 and 10 games for each team. Games will be based on a "Point System". Wins = 3 points, Ties = 1 point and Loss = 0 points. In case of a tie for league standings – the following tiebreakers will apply – 1st – Head to Head Competition, 2nd – Total League Goal Differential. The maximum number of goal differential that

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will be credited is four (4) goals per game. Each team will submit scores in a form at www.easlsoccer.net or alternatively email the scores to scores@easlsoccer.net. Each team needs to submit the final score 48 hours following the game played or the team will be given a loss via forfeit. If games are cancelled due to inclement weather and cannot be made up then the standings will be based on a percentage basis.

6. In order to encourage fair competition and discourage coaches from running up the score on an opportunity any team which wins by more than 8 goals will result in the winning coach being suspended for 1 game and a \$50 fine will be assessed to the coach's recreation council for the 1st infraction. A 2nd infraction will result in the coach being suspended for the remainder of the season. The coach will also be brought before the EASL board to determine if the coach will be permitted to coach in the league in future seasons. Referees are required to submit score sheets (signed by both coaches) for games with 9 or more goal differentials. Goal differential limits does not apply during Boo Bash Tournament Games.

7. End of season tournament: Standings will be kept and a single game elimination tournament will be held at the end of the season.

8. Team rosters should be limited to no more than 18 players for all 11v11 age groups and 15 for all 8v8 age groups. Teams are REQUIRED to play all players at least one half of the game. All players on rosters must play regular season games to be eligible for tournament play. You cannot carry players on your roster that do not play during the season. There are some exceptions such as in injury. Reminder: If a player is not included on your roster, that player will not be eligible for tournament play. Also, please report injuries so a note can be placed on the roster to satisfy playing eligibility. For U14 teams only – IF a team cannot field 11 players, both teams must match.

9. Players can only play for one team/one age bracket in the EASL, unless the individual council brings the case before the EASL board and is approved an exception. Players can only play up an age group, not down, unless individual council brings the case before the EASL board and is approved an exception. There will be no duplicate numbers permitted on the same team. All exceptions must be approved by the EASL board prior to the final approval of the rosters.

10. Unless otherwise noted, all divisions in the Eastern Area Soccer League will be governed by the current USSF Soccer Law and/or rules printed herein only in the event of a conflict.

11. Officials watch will start at game time. Forfeit time is fifteen (15) minutes. If the game starts late two (2) equal halves will be played. U14 teams having at least five (7) players must start the game at the regularly scheduled time – both teams must match. U8, U10, U12, U18 and Adult Pick-Up having at least five (5) players must start the game at the regularly scheduled time. If after 15 minutes after the game time you have less than five (5) players for U8, U10, U12, U18, and Adult Pick-Up or seven (7) players for U14, you forfeit the game. U8, U10, U12, U18 and Adult Pick-Up – the opponent will start the game with a full team of players if available. After start of game, the opposing coach is encouraged to remove

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players to make game even.

12. A coach found to flagrantly field an illegal (over age) player will be suspended for one year from the date of the infraction from the Eastern Area Soccer League.

13. Games under lights will be scheduled and administered equally between all councils in the EASL. There will be no preferred treatment to any team or council when scheduling or making up games. The Schedule Coordinator will monitor and schedule make up games, or scrimmages following the above guidelines trying to be as fair as possible. U12 will not be scheduled on turf field due to the field size unless no other fields are available as determined by the EASL.

14. During the regular season, after final rosters are due, there will be a complete roster check for ALL games. Team Rosters will be available to Officials in the event a coach wishes to appeal his/her game and/or question the legality of a player. Additionally, the league may complete a roster check at any time during the Boo Bash. Appealing head coaches will need to notify the Officials at the end of the game prior to team's handshake with the player/players jersey number/numbers of the team in question. The Officials will ask the Coach and the team that are being appealed to not leave the field until the rosters are verified. The Officials will point out the players in question and ask the player/players their name/names. Once documenting the player's names, the official will get the team's final roster and verify if players are on the roster or not. If player/players are found not to be on team's roster, then the team will automatically be disqualified for the tournament. Coaches need to verify their rosters with their council representatives to make sure rosters are correct before the final roster deadline, just in case players were added to their team's roster after the roster was initially turned in to the Secretary. There will be no exceptions. During any roster check, for age groups U12 & older, if a player hesitates when answering the roster validation question, they may not be permitted to play until further proof is provided. ALL numbers on jerseys MUST match rosters.

15. Jerseys & EASL Patch or Logo: All council U6 – U18 players in the EASL will wear an EASL patch/logo on either sleeve of their jersey or chest. The EASL patch/logo must be visible. If a council's team/teams do not wear the patch/logo on their jersey than the council will forfeit their Team Guaranteed Bond Fees to the EASL account.

16. Scheduling:

A. Once a game is scheduled, the game will be played, no rescheduling will be made, except for league cancellation due to weather or catastrophic disasters.

B. Once a game is scheduled, the game will be played on the field that is designated on the schedule. There are no exceptions, unless approved by the EASL Board ahead of time, or due to an unforeseen problem or condition of a field that would make game conditions unplayable or unsafe.

C. Every boy/girl in the EASL should be given a schedule. It is the responsibility of each

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individual program to make sure this happens. Do not depend solely on the EASL website for scheduling information.

17. Teams must have an adult coach 18 years' or older to play or continue a game. Each team may have 1 Head Coach and 2 Assistant coaches within the coach's box. Clinic – One coach on field of play BUT NOT in front of Goal – One Coach on the sideline with the players – One Coach behind the goal side. All volunteers must have completed a background check within the current year.

18. Players are prohibited from playing with hard casts (even if padded), hair beads, any piercings, or any jewelry. The only exception to this rule will be a medical alert necklace (which needs to be taped to the child's chest under their jersey).

19. Forfeit fee – A forfeiting team will be responsible for the official's fee for both teams – providing the opposing team is present and prepared to play. If a team forfeits and there is no one available to pay the referees from that council, the Referee Coordinator will submit a request to the forfeiting team's rec council to receive their fee.

20. Field Sizes:

U6 35 yards approximate field

U8 Games 165' x 105' approximate field

U10, U12 Games 220' x 140' approximate field

U14, U18, & Adult Pick-Up Games 324' x 172' approximate field

21. Field Director: Each site in which EASL games are being played will have a Field Director on site. There will be an EASL board member on site who will coordinate with county staff for correction or repairs.

22. Each team & coaches will line up on opposite sides of the playing field for the entire game. Parents need to be on the same side of the field as their child. First coach to arrive on field gets choice of side. This means that at no time during the game, will coaches from both teams be on the same sideline. This rule was added to prevent heated discussions between team's coaches and deter them from being at arm's reach during games. Parents and spectators must be even or upon the bleachers but at least 5ft from the touch line. Referees have full discretion.

EASL GAME RULES

23. The game ball will be the following size:

U6 and U8 will use a #3 ball

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U10 and U12 will use a #4 ball

U14, U18 and Adult Pick-Up will use a #5 ball

24. Player's equipment:

A. Players must wear a jersey, shin guards (sized for age), socks (must cover shin guards in its entirety) and shoes. The shoes cannot be Baseball and/or American Football cleats. There should be NO TOE cleat on the shoe. B. The goalie jersey must be a different color from all other players and from the referees. C. Nothing can be worn which is considered dangerous to another player (i.e., earrings, chains, belts, hoodies, etc.).

THE ABOVE EQUIPMENT RULES WILL BE ENFORCED. FAILURE TO ABIDE WILL RESULT IN THE VIOLATOR NOT BEING ALLOWED TO PLAY THE GAME

25. Start of Play: The game is started at midfield at the beginning of the game, after a goal is made, and after halftime. The ball must be kicked forward or backward and must travel its circumference before it can be played again. The ball must roll forward or backward and cannot be touched twice consecutively by the same player.

26. Scoring: The ball must be completely over the goal line between the posts, and under the crossbar.

27. Offside:

- A. A player should not be ahead of the ball, at a time when the ball is played in his direction unless he/she has 2 opponents ahead of them (goalie is considered an opponent).
- B. A player cannot be offside if he/she is on their own half of the field, or if he/she receives the ball from a throw in, goal kick, or corner kick.
- C. A player cannot be called offside if the ball is played by an opposing team player.
- D. Offside is judged at the moment the ball is passed.

28. Goalkeepers:

- A. May not touch the ball with their hands when a teammate has last kicked it, unless the teammate miskicks or involuntarily deflects the ball during play.
- B. Are allowed to use their hands and arms to play the ball within the penalty area only.

29. Free Kicks:

- A. The ball must be placed at the point of infraction.
- B. The ball must not be rolling.
- C. The ball must travel its circumference before it is considered "in play".
- D. Free kicks for the defending team may be taken from any place in the goal area.

30. Penalty Kicks:

- A. A Penalty kick is taken from the penalty spot (12 yards from the center of the goal – Large fields (10 yards from the center of the goal – Small Fields).
- B. When the kick is taken, all players except the goalie and the kicker must be outside the penalty area and the penalty arc.

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31. Goal Kicks:

- A. If the attacking team last touches the ball before it goes over the goal line, the defensive team takes a goal kick.
- B. Goal kicks may be taken from anywhere on the 6-yard line.

32. Corner Kicks:

- A. If the defensive team last touched the ball, over the goal line, the attacking team takes a corner kick from the closest corner.

33. Substitutions will be allowed at the following times:

- A. On goal kicks.
- B. On any possession throw in, piggyback substitutions are allowed.
- C. After a goal is scored.
- D. At halftime.
- E. For an injured player, opposing team may also substitute on a 1 for 1 basis. ALL players within the field of play must kneel in place during the stoppage of play.
- F. For a player receiving a caution (yellow card), opposing team may also substitute on a 1 for 1 basis.
- G. No substitution for an ejected (red card) player. U14 teams may finish a game with a minimum of (7) players. U6 – U12, U18 and Adult Pick-Up Teams may finish with a minimum of (5) players. Anything less and the game is awarded to their opponent by default. Refusal to leave the premises upon being red carded will result in further disciplinary action from the EASL board.

34. Overtime:

- A. Championship Games Only: In a tournament game, if the game ends in a tie, the 2 teams will advance to a “Golden Goal” overtime. The 2 teams will play up to 2 five (5) minute periods if needed, “the 1st team to get a goal wins”. If the score is still tied after the 2 five (5) minute periods, then the 2 teams go into a “Penalty Kick” round. The coach from each team will pick 5 players that were playing on the field at the end of the overtime round to shootout. If after the 1st round there is still a tie, then the coaches will continue to choose 1 player at a time to shoot, using players that were on the field at the end of first overtime, then going to the bench. Once the coaches have used everyone on the team, they will start at the beginning of the order of the players that began the shootout. The coaches must keep the players in order and use the entire team, everyone shooting the same number of times, until a winning team is established.

35. Slide Tackles:

- A. SLIDE TACKLES are NOT allowed during the games in the EASL. If a player performs a slide tackle during a game, the referee will give out a yellow card the first time. If the intent was to harm another player, then the referees will use their judgement and issue a red card.

36. Heading the Ball:

- A. For U12 and younger age groups, heading the ball is not permitted. A drop ball will be awarded for accidental infraction. Intentionally heading the ball will result in an in-direct free

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kick to the opposing team. Any head ball infraction regardless of a drop ball or indirect free kick within the 18 will be taken outside of the 18.

B. Heading the ball is permitted for U14 and older age groups.