

Ashtabula Soccer Association League Rules

“Laws of the Game are the same as FIFA with the following exceptions”

1. Insurance and Parking:

- All players must be covered under a medical insurance plan. The ASA or its agents are not liable for any medical issues that may arise from participation in any ASA event. ASA does not insure personal effects of players, spectators or coaches.
- Parking near any roadway is at the patron's own risk, ASA does not accept any liability for damages, theft, or any other action while visiting the playing areas.

3. Refunds:

- Once a player registers, no refunds are available, after the final date of registration, unless the league is cancelled.

4. Game Ball:

- Home team supplies the game ball (quality, not cuts, properly inflated.)
- Div 1 ball size 3
- Div 2 ball size 3
- Div 3 ball size 4
- Div 4 ball size 4
- Div 5 ball size 5

5. Forfeit:

- 5 minutes after the scheduled game time. If for whatever reason your team does not show up for a scheduled game, YOUR TEAM is responsible for the full referee fee(s). This fee must be paid to ASA prior to your next game. Players from the same or lower divisions can be asked to play to fill the roster of low attendance teams.
- Regular players must play first and the majority of the game.

6. Duration of the Game:

- Div 1 -four 10 minute quarters with 2 minute half time.
- Div 2 -two 25 minute halves with 5 minute half time.
- Div 3-two 25 minute halves with 5 minute half time.
- Div 4-two 30 minute halves with 5 minute half time.
- Div 5- two 35 minute halves with 5 minute half time.

7. Game Start:

- The home team shall kick off. No coin toss will be performed to accelerate the speed of play.

8. Team Field Position:

- The home team is the team listed first in the official game schedule. Both teams and coaches will occupy the same side of the field with spectators on the opposite side of the field. Coaches must remain within twenty yards of the halfway line and on their own team bench area. Under no circumstances will player, coaches, officials, or spectators be allowed to stand or position themselves behind the goal line. No spectators shall be near players or coaches unless a language barrier exists between one or more players and the coaches.

9. Game Play and Warm up:

- Only teams scheduled to play are permitted in the playing area. When not playing, please stay out of the main playing area. No warming-up, training or playing is permitted near the play area or behind any goals.
- Only the head coach and their approved assistants(s) are approved with each team. Only volunteers approved by the ASA may be considered head coaches or assistants.

10. Players on the Field: Subject to the board discretion each season due to player to coach ratio.

- Practices will be at the discretion of the coach for location and times.
- All players will receive equal playing time ($\frac{1}{2}$ game for each player). When teams do not have squads of twice the number on the field, the coaches will make every effort to allow different players the opportunity to play the entire game or half.
- Div 1: 5v5 total including goalkeeper. To be played with 1 GK 2 defenders and 2 forwards. Coaches will ensure players do not rush all at the opposing team .
- Div 2 5v5 total including GK
- Div 3 7v7 total including GK
- Div 4 7v7 total including GK
- Div 5 9v9 total including GK
- The minimum number of players in Div 2-4 (5+keeper). Additional players may be asked to play to complete full squad but must be from the same division or lower. Regular team players will be played first and receive the most play.

11. Player's Equipment:

- Jersey must have a permanent number (no taped numbers). Teams must wear the same color shirt and socks(except for short roster fill-ins, refer to rule #10). Plain black shorts are recommended for all players.
- The first team listed on the schedule is designated as the home team. In the event the referee cannot distinguish the color differences between the team s colors, the away team must wear a practice shirt of a color different than the home team.
- The goalkeeper must wear colors that distinguish them from all other players.
- All players must wear shin guard with socks completely covering the shin guard.
- Quality leather running shoe, indoor soccer shoes or turf shoes at minimum are recommended. Molded shoes are preferred designed for hard ground (HG)or firm ground (FG). Soccer cleats only no baseball or football cleats.
- A player may not wear jewelry (watches, bracelets, earrings, metal hair clips, etc.) because it is dangerous to themselves or other players.
- FIFA approved mouth and head protection is allowed and at the discretion of the player and their parents.
- Goal keepers gloves are required for Div 3,4,and 5 its suggested for Div 2.

12. Substitution:

- At the discretion of the referee during any stoppage in play per FIFA rules.
- Div 3,4,and 5 all substitution shall be made **only** at the half line. Players must be ready at the line prior to the coach announcing the intent to substitute.
- Div 1 and 2 will substitute players during each end of their 10 minute quarters.

13. Fouls/Misconduct/Penalties:

- During the match the referee will follow FIFA standards and ASA Code of Conduct in regards to all penalties, fouls and misconduct.
- A report will be made by the referee to the Executive Board for further disciplinary action.
- Coaches may also report to the Executive Board any misconduct that is not noticed by the referee for further review.

14. Weather/ Physical or Domestic Emergency Plan:

- In case of lightning or any weather emergency all players, coaches, parents, referees and spectators are to take shelter in their vehicle.
- In case of any physical disturbance or domestic emergency you are to contact the local authorities and then notify the Executive Board.
- For hot weather please see our Heat Index Policy.

15. Headers and Slide Tackling in Youth Soccer:

- ASA is banning all headers and slide tackling in all of our divisions. Failure to comply will result in disciplinary action. This is for the safety of all players.