



Edmond Adult Soccer League

2014 V.2

League Rules of Play

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Introduction

Except where modified, the General Rules of Play of EASL (GRPC), with special division rules attached, shall be the FIFA LAWS OF THE GAME AND UNIVERSAL GUIDE FOR REFEREES WITH USSF SUPPLEMENT in the latest English edition. Any modification, correction, or amendment to the GRPC shall be approved by a majority vote of the members of EASL attending a General Meeting (Spring or Fall).

Section 1: Soccer Year

The soccer year shall extend from September 1 of one year through August 31 of the following year. It shall be divided into at least two seasons, which shall be generally in the Fall and Spring. The exact dates of each season shall be set by the EASL BOARD.

Section 2: General Team Information

Team Make-up & Registration Fees.

Teams may be all male, all female, or coed. Women are eligible to play in the men's divisions. Teams are advised to have a roster consisting of at least fifteen (15) players.

Note: If a Coed division is formed, coed teams will play with at least as many women as men on the field at the same time, *excluding the goalkeeper*. For five men to play on the field, five women must also be playing on the field, although a team could also play six women and four men, seven women and three men, etc.

The registration fee is \$1,200 per team for a roster of up to twenty two (22) players. No two teams in EASL shall have the same name.

In addition to the registration fee, each team will provide EASL with a \$50.00 bond. This bond will be returned in full to teams, provided team/teams do not forfeit any games or violations of the no alcohol use in the complex. (See Match Forfeits and Terminations). The ESC Executive Board may waive this requirement at their discretion.

Dues and fees including the performance bond must be paid in full prior to the end of the registration date.

Player Registration.

All players on a team **must** complete registration and payment via GotSoccer to play in the league. This is critical as it releases EASL from liability and provides insurance coverage for players in the event of injury.

Players may register at any time during a season up to the fourth (4th) week of the EASL regular season game. No player registrations will be allowed for any team after the fourth (4th) week of the EASL regular season game. Teams are allowed to drop or add players up to the fourth (4th) week of

the EASL regular season game. The team roster will be frozen after the fourth (4th) week of the EASL regular season game.

In extreme situations, a new player may register with a team as late as ten (10) minutes prior to the beginning of a game via GotSoccer. **Players added on game day must have a valid photo ID to play.** Both team representatives (team reps) have to review the GotSoccer registration confirmation and photo ID and approve the new player in order for that player to play in the game. After the completion of the game, the team rep with the new player must ensure that the player has an official player pass for the next game. This may occur up to the 4th game of the season.

Rosters.

Team representatives are responsible for printing the team roster from GotSoccer before every game and bringing it to the game. An official stamped roster from GotSoccer is required and must be presented by team representative to the referee before the game begins. With the exception above related to extreme circumstances, players who are not on the roster are not allowed to play in the game. Only teams that have registered as a team may have write-in players on the roster, and write-in players may ONLY be added to the roster at the first (1st) of game of the season.

If a team plays a player that is not on the roster, the game is an automatic forfeit.

Player Transfers.

A player may transfer between teams during a season. However, such transfer shall be subject to a transfer fee of \$20 (unless that amount is changed by the EASL Administrator at the beginning of each season). Each team shall be allowed to accept only two (2) transfers per season. No team shall be allowed to accept any TRANSFERS after the fourth (4th) week of the EASL regular season game.

Player Passes.

Team representatives are responsible in printing the player passes from GotSoccer. Player passes will be maintained by the team representative to be used as valid identification for the players on their team in the event of a challenge to their identity by an opposing team rep. (See section on Challenges). Player passes must be presented to the referee during check in.

Uniforms.

All players except the goalkeeper shall wear jerseys or t-shirts (hereafter referred to as **JERSEYS**) of the same or similar color, shorts of the same or similar color, and socks of the same color. Socks must be the same style or design, but do not have to be the same brand.

Each team must provide two (2) sets of **JERSEYS** AND two (2) sets of socks (light and dark—for example, white and black) for HOME and AWAY games. The HOME set of **JERSEYS** must have identical numbers to that of the AWAY set of **JERSEYS**. Each **JERSEY** shall have a number eight (8) inches in height minimum on the back and no two **JERSEYS** of a team may have the same

number. The goalkeeper must wear a **JERSEY** distinctive in color from that of his/her teammates, the opposition, and the referees. In the event that two teams have **JERSEYS** of the same or similar color, it is the obligation of the HOME team to supply its players with distinguishing **JERSEYS**, which must be numbered. **NO TAPED-ON NUMBERS WILL BE ALLOWED. ALL NUMBERS MUST BE PERMANENT.**

All teams must submit their chosen colors to EASL for approval prior to the start of the season. New teams coming in, or existing teams wishing to change **JERSEY** colors, must first obtain the approval of the EASL Administrator. No teams shall be allowed to use **JERSEYS** that make it difficult to distinguish between their players and the referee.

Divisions of Play.

Prior to each season, the EASL Administrator and General Manager of ESC will assign each team to an appropriate division based upon the following guidelines:

- Win/loss record from the previous season.
- Existing teams' requested divisions.
- New teams' requested divisions.

If adequate teams are registered, then the following division scheme will be used:

Premier and Recreational "I" Divisions will have assigned ten (10) teams each if possible. Recreation II and III will contain the remainder of teams, with no division containing fewer than six (6) or more than eleven (11). The intent is to maintain divisions at ten (10) teams each if possible; otherwise, other alignments will be used to maximize the ease of scheduling and the competitiveness of each division. Masters' Divisions shall contain all Over-30 teams entered, with subdivision into I, II, or III if more than ten teams exist.

Note: Teams may request a specific division. However, the EASL Administrator and General Manager of ESC may or may not grant the request. An attempt will be made to balance the entire league in order to maximize competition and fair play. Depending on the outcome of a division's alignment, it is possible for a team to play the same team more than once. The EASL Administrator will make note on teams' schedules to address any scheduling issues.

As a general rule, if two teams within a division play each other twice during the regular season, only one of the games will count in the standings while the other will be considered a "friendly." In that event, both teams will be notified as to which of the two games "counts" and which is a friendly. Matches played by teams from different divisions will be considered friendlies and will not count in the final divisional standings.

Points Accumulation & Scoring.

The EASL Administrator will maintain a point record of matches played by teams within their divisions. The point system for determining team position is as follows:

- A WIN equals THREE POINTS.
- A TIE equals ONE POINT.
- A LOSS equals ZERO POINTS.
- A FORFEIT equals ZERO POINTS.

If two or more teams are tied in points for standings within a division, the tie will be broken by:

- 1 - Result of match(es) between the tied teams.
- 2 - Goal differential.
- 3 - Goals scored.
- 4 - Goals allowed.
- 5 - Coin flip.

Section 3. Modifications to FIFA/U.S. Soccer Laws of the Game

Except as otherwise provided herein, the FIFA “Laws of the Game and Universal Guide for Referees” shall apply to all EASL scheduled games or competitions. All teams will play under the EASL General Rules of Play.

Pre-Game Instructions for Team Reps.

Referees should be present and on the field at least fifteen 15 minutes prior to the start of the match. At that point—**OFFICIAL GAME TIME MINUS FIFTEEN (15) MINUTES**—each team rep (or captain or coach) shall provide the referee with the following items:

1. A completed “Official Stamped” roster that shall list no more than twenty-two (22) eligible players from the EASL GotSoccer system. (Twenty-two (22) players is the maximum number of players eligible to play in an EASL match.) This includes:
 - a. Identifying all players playing in a match by placing an “**X**” mark in the small box to the left of the player’s name on the game card;
 - b. Identifying the uniform number of each player playing in the match;
 - c. The team rep’s signature on the Official Stamped roster to attest that all players in the match are officially registered and eligible to play for that team. Note: The team rep is solely responsible for having registered players.
2. Present at least seven (7) players to start the game.
3. Present player passes/valid photo ID.

All players must be fully checked-in by the team rep at **OFFICIAL GAME TIME**, including having their names checked-off on the Official Stamped roster, Player Passes checked, complete uniforms, equipment ready, and all starting players (at least 7) shall be on the field ready to play.

If a team *does not* have at least seven (7) players checked in and ready to play at game time, referees are to allow that team ten (10) minutes to field the minimum seven (7) players for an official game. Referees are to notify the team reps when the ten-minute countdown has started. If the ten (10) minutes have elapsed—**OFFICIAL GAME TIME PLUS TEN (10) MINUTES**—and a team still does not have at least seven (7) players checked in and ready to play, that team will officially have

forfeited the game. If neither team has the minimum seven (7) players at **OFFICIAL GAME TIME PLUS TEN (10) MINUTES**, *both teams* will have forfeited the game.

Players who are not present at game time but are listed on the official game lineup form may enter the field of play later provided they:

1. Present their player pass/valid photo ID to the referee or official linesman, and
2. Obtain permission from the referee to enter the playing field.

In case of a forfeit or a double-forfeit, teams will have the option of playing a scrimmage game. If these players do wish to play a scrimmage game, referees will officiate in an effort to give structure to the scrimmage and in an attempt to limit fouls. If players do *not* wish to play a scrimmage game, the game will be considered completed and referees' obligations for that game have been concluded, with the exception of completing the game card for that game. All rules will be upheld and any cards issued will count, even if the game being played is a scrimmage game. Referees are expected to call fouls and issue cards in scrimmage games as if the game was an official game.

Substitutions:

Substitutions may be unlimited in number and may be made with the approval of the Referee in the following situations:

- 1 - During their own team's throw-in.
- 2 - When play is stopped for an injury.
- 3 - On either team's goal kick.
- 4 - Prior to any place kick (e.g., after a goal has been scored).

An injured player may leave the field of play during a match. However, he/she must get the attention of the referee. The player may not return nor be substituted for until a dead ball situation has occurred and the referee has signaled that the substitute may enter the field of play. A player who is substituted out may return to the match.

Policy from USSF-OSA-EASL Regarding Player Passes.

1. The player must be registered in the proper division and assigned to or transferred to the team with which the player wishes to play. A player whose name is not printed on the team's official roster will not be allowed to play in an EASL match. A player must meet all of the above requirements to be considered a legal player for purposes of participating in any EASL match. Any player who participates in an EASL match without meeting all of the requirements shall be considered an illegal player. The team penalty for using an illegal player shall be forfeiture of any match in which an illegal player participates. In case of flagrant or repeated abuse of the policy, the ESC Executive Committee may institute additional penalties.

Inclement Weather.

In case of inclement weather, team reps and players can check **Edmond Soccer Club (ESC) website (www.edmondsoccer.com)**—to determine whether a game has been cancelled. Team reps should tell their team to *never* assume that a game has been cancelled, and to **ALWAYS** check the ESC website for game cancellations due to rainout. EASL will reschedule any cancelled games.

Reference Law V. Referees.

EASL shall provide referees for all EASL-scheduled matches for each division. The referee's authority shall extend to spectators, non-playing team members, players, and assistant referees to the extent necessary to preserve the integrity of the match and its laws.

Wherever possible, vehicles shall not be allowed within 10 yards of the touch line, nor may they be parked behind the goal line. The use of alcoholic beverages, including beer, is prohibited by players, team members, and coaches along the spectator line before or during matches. Violation of the above rules may result in suspension of the match, and if any member of such teams refuses to comply with instructions of the referee shall result in termination of play.

Referees shall complete the Official Game roster by entering the score, cautions, ejections (if any), and names of the referee and assistant referees. Official Game roster and misconduct report must be submitted to EASL within 48 hours. Referees not complying with this may be penalized.

Postponements of Games.

The referee shall have the authority to terminate, suspend, or postpone a match due to field conditions or weather.

Referee Evaluations.

Team reps, captains, and/or coaches are encouraged to complete referee evaluations at the end of each match. Evaluation forms will be posted on EASL's website (www.edmondsoccer.com/easl.html). The EASL Board wants to hear positive feedback about the referees of EASL matches, but also wants to know about any problems teams may have experienced. All referees and assistant referees must provide their names upon request.

Rescheduling Games.

In some circumstances, teams may find themselves unable to play a scheduled match. These teams may, in conjunction with the opposing team, ask the EASL Administrator to change the date and/or time of the match. For games scheduled on Sundays, the request to reschedule a game must occur by at least 10:00 a.m. on Friday; for all other scheduled games, the request must be made at least forty eight (48) hours prior to the scheduled game. A team may only request that a given match be rescheduled only twice. If a match has already been rescheduled twice and the team requesting the rescheduled match cannot play at the rescheduled date and time, that team will forfeit the match.

Shortening Games.

Games may be shortened in length of time if the following conditions are met:

1. The reason for the shortening is explained by the official and written on the Official Game Form.
2. It is agreed upon by a representative of the team such as the team rep, captain, or coach on the field of play at the time of the coin toss, and
3. Both of the representatives of the teams sign the Official Game Card signifying their agreement.

Referee on Game Day.

All game officials for all matches will be certified referees. Their duties shall be subject to the decision of the referee. The match may be played as a scrimmage match without assistant referees or as a league match with a written agreement on the Official Game Card by both team reps (or captains/coaches).

If the referee does not show for a match or if no referee is available, the match may be played as a scrimmage with a player referee agreeable to both teams, or it may be played as an official match if both team reps (or captains/coaches) are in agreement. If the match is to be played as an official match, both team reps (or captains/coaches) must note this arrangement and their agreement by signing the Official Game Card.

Section 4. Cautions, Ejections, and Suspension.

The referee shall report all cautions and ejections on the Official Game roster and forward these to the EASL Administrator and ESC General Manager. Referees will retain the player pass of any ejected player. If an ejected player does not have a player pass, referees will make note of this fact. Player passes of ejected players shall be forwarded with the report. Team reps are responsible for retrieving the player passes from the ESC General Manager. The ESC Registrar shall maintain a record of all ejected player passes received. He/she shall return said passes when the appropriate period of suspension has been completed and fine has been paid. He/she shall keep an updated list of all cautions and ejections received and present them to the EASL Executive Committee at each meeting.

A player ejected from a match is automatically ineligible to play in the next EASL scheduled match(es) according to the following:

1. A player receiving TWO YELLOW CARDS for any reason in the SAME GAME (and therefore shown a RED card and sent off) will sit out one game of the same level of competition (the following EASL game played by his/her team).
2. A player receiving a STRAIGHT RED card for any reason will sit out one game of the same level of competition (the following EASL game played by his/her team).

3. A player receiving two RED cards in one season shall sit out two games of the same level of competition.
4. A player receiving more than two RED cards in a season shall be reviewed by the ESC Executive Committee for appropriate action and fined \$50.00 by EASL. The fine must be paid before said player is allowed to play again.
5. A RED card for FIGHTING shall be an automatic suspension for the rest of the season. If a player is penalized with such at the last game of the season, that player will not play the following season.
6. The merit and punishment for "VIOLENT CONDUCT" shall be decided by the ESC Executive Committee. Any protest of a RED card will have to follow the protest guidelines of the Oklahoma Soccer Association. Any coach receiving a RED card will be reviewed by the ESC Executive Committee for appropriate action. Note: As per FIFA/U.S. Soccer rules, judgment calls by the referees are not subject to appeal.

If a player is suspended for conduct and there are fewer EASL scheduled matches remaining in the season than the total of his/her suspension, said suspension shall be carried over into the following season. Any player receiving a RED card during a match cannot be replaced and the team shall continue to play with one fewer players. Any player receiving a total of **three (3) yellow cards** within each division that he/she plays during one season shall sit out the following EASL scheduled game. This applies only to the season being played. If a player receives a YELLOW card followed by a RED card in the same match and sits out the following EASL scheduled match, said YELLOW card will not count as one of three (3) YELLOW cards received. However, all previous and subsequent single YELLOW cards will count. As in the case with RED cards, if the player's team forfeits the next EASL scheduled match or if same is not played for any reason, the suspension is valid for the next EASL scheduled match, even though it is carried over into the following season.

Section 5. Tournaments.

EASL registered teams and players are eligible to play in any USASA sanctioned tournament within the Soccer Calendar year they are registered in.

Section 6. Protests (Of a Game)/Appeals

The ESC Executive Committee shall have exclusive appellate jurisdiction to hear and determine all appeals to EASL of all game rulings. This jurisdiction shall include but shall not be limited to:

1. Ejection's of registered players, coaches or spectators.
2. Any game rulings resulting in an early game termination or in a game forfeiture, and
3. Any other game ruling which are duly appealed by the adversely affected team and which are found by the committee to have a material effect on the outcome of the game.

In the event of a protest of a card issuance, the ESC Executive Committee has the authority to reduce/increase game suspensions and or fines, but the original card ruling will stand.

Protests may be made **ONLY** on the basis of an ineligible player or on the misapplication of the laws of the game by the referee.

- The Protest must be made within one (1) week of the match involved. The Oklahoma Soccer Association (OSA) shall be informed in writing of any Protest and the disposition of the Protest.
- Protests made to EASL shall be made to the ESC Executive Committee in writing through the EASL Administrator and General Manager of ESC.
- They must be accompanied by a \$25.00 fee (cashier's check or money order) which shall not be returned if the Protest is denied. (Note: A complaint does not constitute filing a Protest.)
- The ESC Executive Committee shall process the Protest through the combined Appeals and Disciplinary Committee (ADC) as soon as possible and inform the affected persons by mail two weeks from the receipt of the Protest. If the ESC Executive Committee or a combined Appeals and Disciplinary Committee (ADC) have been involved in the protest, an independent council will be formed to hear the protest. The chairperson of the independent council will be appointed by the ESC Executive Committee and the chairperson will be responsible for choosing the members of the council. The independent council will adhere to the ADC format for hearing protests.

Protests of Ineligible Players.

If the Protest is based upon an ineligible player, the ESC Executive Committee shall notify the team rep of the team on which the contested player participated as soon as the Protest is lodged. Notice shall be given in the most expeditious means possible. (If a team plays an ineligible player, all matches in which that player participated are forfeits.)

Protests based upon field conditions, lack of linesmen or other reasons obvious at the start of the match will not be allowed unless the referees have been notified prior to the match that a Protest is going to be lodged and the Team Representatives identify that they are playing the match under Protest in writing. The specific reason for the Protest must be noted.

Appeals of Game Rulings

1. The ESC Executive Committee shall review all game rulings resulting in the ejection of a player, coach, or spectator, in the early game terminal on, or in a game forfeiture automatically upon the Committee's receipt of the Referee's Report describing such a ruling at its next regularly scheduled meeting after receipt of such report.

Any early game termination or game forfeiture shall be reviewed by the committee at its next regularly scheduled meeting after receipt of the report. Both of the teams involved in any such early termination or game forfeiture shall be permitted to submit legibly

written or typed statements for or against the forfeiture or termination which shall contain:

- a. The name, address, phone number and registration number of the party making the appeal.
- b. A concise statement of the facts alleged to constitute the violation; and
- c. A concise statement of why these facts should not be deemed a violation and/or a concise statement of why the alleged violation does not warrant the continuation of the automatic mandatory disciplinary action prescribed by these Rules.

Section 7. Match Forfeits and Terminations.

If a match is forfeited because of any reason, such as too few players, unruly fans or coaches, etc., the referee will terminate the match and report the action to the EASL Administrator. The EASL Administrator will rule on the forfeiture with the following guidelines in mind. Extenuating circumstances may be considered.

If a match is called because of too few players due to ejections, the score is NORMALLY that which stood at the time of the match being called if the properly manned team is ahead and 1 to 0 in favor of the non-offending team if the offending team is ahead.

If a match is terminated because of behavior of players, coaches, fans, or teams that use a player that is not on the official roster, the final score will be as follows:

- 3 to 0 in favor of the non-offenders if they are behind.
- 3 to 0 in favor of the non-offenders if they are tied.
- The score at the time if the non-offenders are ahead.

Any EASL scheduled match terminated after the start of the second half due to weather conditions, referee incapacitation, deterioration of field, or at referee's discretion, shall be a complete match. Any match terminated prior to the end of the first half or not started in the second half due to the same conditions above shall be rescheduled and replayed from the start.

Section 8. Suspensions.

The ESC Executive Committee shall have the right to suspend or revoke a player's pass upon showing that the player has intentionally disregarded the rules of the associations, including the General Rules of Play, and has intentionally endangered the safety of any other person within the general playing area, including, but not limited to the spectators, players, or referees.

Section 9. Approval History & Effective Dates.

These General Rules of Play are:

- Approved: August 14, 2014

EASL Contact.

The following is a list of the EASL contacts that team reps should direct questions or comments:

EASL Administrator:..... Raymond Daniel (easl@edmondsoccer.com/4052048587)

ESC General ManagerTBD

What You Need To Know As Team Rep.

1. **You** are the point of contact for the players on your team.
2. **You** are EASL's point of contact for your team. Team reps must provide EASL with a contact address, phone number, and e-mail address. In addition, you must provide EASL with the name of an alternate team rep and the same contact information so that we may communicate with your team (e.g., schedule changes, disciplinary action).
3. **You** are responsible for knowing the rules and instructing the team on the General Rules of Play.
4. **You** are responsible for presenting an Official Game roster of no more than 22 players to the referee no less than 15 minutes prior to game time.
5. **You** are the person that the EASL Administrator will contact about game times, locations, and dates.
6. **You** are responsible for any protests lodged by your team.

Glossary of Terms:

EASL	Edmond Adult Soccer League
ESC	Edmond Soccer Club
OSA	Oklahoma Soccer Association
USSF	United States Soccer Federation