

ALBUQUERQUE SOCCER LEAGUE

RULES AND REGULATIONS

General League Rules

GL1. These rules and regulations are to be read in conjunction with applicable bylaws and policies of the United States Soccer Federation (“USSF”), the United States Adult Soccer Association (“USASA”) and the New Mexico State Soccer Association (“NMSSA”).

GL2. Only registered players in good standing shall be permitted to play in competitions under the auspices of Albuquerque Soccer League ("ASL" or the League"). A team which knowingly uses unregistered players or registered players not in good standing shall automatically forfeit all games in which said players have participated and further action may be taken. The player and responsible team management shall be suspended for one calendar year for violating this rule.

GL3. All teams affiliated with ASL shall honor any and all orders of suspension issued by ASL or its affiliates. A player under suspension is not in good standing.

GL4. All teams shall play according to official League rules.

GL5. Attendance at the Fall and Spring season preseason meetings by Team Representatives is mandatory. Teams not represented at the preseason meeting shall be fined \$50, payable with seven (7) days of the missed meeting.

GL6. Amendments to the Rules and Regulations may be made at any meeting by a majority of the voting members present, provided all member teams have been given written notice of the meeting either by electronic mail and regular first class mail. A voting member is a Team Representative of an affiliated team in good standing.

GL7. A plea of ignorance about the Rules and Regulations does not constitute a defense for any sanctions imposed pursuant to the Rules and Regulations.

GL8. Any player who practices or plays while associated with ASL assumes all risks for possible injury to his/her person or property and agrees to indemnify the League for all damages or costs suffered by the League. This will be a condition for League membership.

Player and Team Registration

PT1. A team desiring to enter League play shall send an authorized Team Representative to attend the League's meetings and shall meet all the requirements set forth herein. A new team may only join and become a member of the League at the time of the League meetings prior to the commencement of each playing season.

PT2. The last date to register a team in ASL for the fall season of soccer shall be set annually by the Executive Committee.

PT3. No less than two (2) weeks prior to the beginning of the fall season and the spring season, ASL will hold mandatory preseason Rules and Conduct meetings to review League operating procedures and rules, as well as disciplinary standards to be applied. Every team registered must have a representative attend this meeting, although such representative does not have to be the designated Team Representative. In any case, such team representative shall be responsible for passing all information received at this meeting to his team members.

PT4. Every player shall be registered on a properly completed registration form designated by ASL. Registration forms must be signed by both the registering player and the Team Representative. Following the completion and acceptance of the ASL registration form, the team representative will be issued a player pass for the registering player. Team affiliation will be designated on the validation label supplied with the player pass. A player pass without a current validation label or without a team name on the label is not a valid pass and will not be accepted for admission to ASL or NMSSA sanctioned games.

PT5. Player registration must be completed prior to a player participating in any League-sanctioned activity. Registration includes submission of a completed and signed registration form, production of a player pass, and payment of individual player registration fees.

PT6. A player may register during any standard ASL registration session or published office hours and be eligible to compete in the next game on the team with which the player is registered.

PT7. The registration fee should accompany the registration form. The registration fees shall be set annually by the Executive Committee.

PT8. A player whose player pass is lost or misplaced may have a new card issued under the same NMSSA ID number. The fee for replacing the card is \$ 10.

PT9. The playing year runs from September 1 through August 31 of the following year, and consists, in order, of three seasons, the fall season, the spring season, and the summer

season. The fall season includes September through December, the spring season includes January through May, and the summer season includes June through August. A game counts in the season in which it is actually played, unless it is a makeup game.

PT10. Each Team Representative shall register the team on a properly completed team registration form designated by ASL, which form shall accompany the individual player registrations. Team colors, which must be approved by ASL, shall be designated on this form.

PT11. The submittal of a signed player registration form binds that player to that team for the season, unless transfer procedures are completed. Players may only be registered with one men's team at any given time. In order to change teams during the season, a player must do the following:

(a) Sign a new NMSSA registration form with the new team, pay the transfer fee as set by the Executive Committee, return the existing player passcard, and affix a new validation sticker to the player's passcard. No transfer will be considered complete until the new NMSSA registration form is completed AND signed by both the player transferring and the team representative of the team to which the player is transferring. No validation sticker will be issued by the Registrar prior to the completion of this process and players will remain on the roster of their old team until the process is completed.

(b) Refrain from playing the first game immediately following the transfer.

PT12. No player transfers will be effected in any one season after the halfway point in the season (e.g., the fifth game in a nine or ten game season).

PT13. Transfers completed during the non-playing winter portion of the League outdoor schedule (generally considered to be December through February) shall not require that a player refrain from playing for one week.

PT14. Disputes arising between players and Team Representatives or between Team Representatives regarding their ability to transfer players between teams shall be resolved by the Executive Committee.

PT15. A player may only transfer once per season.

PT16. There is no limit on the number of players a team may have registered at any given time. A team may only submit twenty-one (21) player passes to the referee for each game. Every team shall submit a written roster of players and uniform numbers to the referee prior to the game.

PT17. A player shall be considered dropped when his pass is returned to the Registrar or a properly completed Player Drop form is completed and returned to the Registrar.

PT18. There is no specific age limit for players participating in the Fall and Spring seasons, but it is the policy of ASL not to compete for players with, or otherwise hinder, any youth soccer association in New Mexico.

PT19. If a team disbands or forfeits two or more sanctioned League games during a playing season, all fees paid to the League shall automatically be forfeited and the League shall retain the proceeds and the team so forfeiting shall automatically waive any right to return of such payments and shall be considered disbanded.

PT20. No team or its registered players shall be allowed to play in League games unless the team's membership is active and in good standing, including payment of all fees and fines. Written notice shall be sent to the Team Representative of any team whose active membership is in jeopardy. Such notice shall be sent by certified mail, return receipt requested, to the last known mailing address of the authorized Team Representative and shall constitute valid notice even if refused or undelivered.

PT21. No player registered to play in the League may transfer to or play for another team in the League unless the team he is, has been, or was last registered with has paid all of its dues, operating fees, and fines. Any player who pays the League ten percent (10%) of the balance owed to the League by the team shall be permitted to complete the transfer procedures as described herein. Payment of the ten percent must be made in addition to paying the standard transfer fee as set by the Executive Committee annually.

PT22. Players from any team that disbands during a playing season shall be eligible to transfer to other League teams upon completion of the transfer procedures described in Rule R11, if such disbanding is accomplished through the following steps:

- (a) a written request to disband must be forwarded to the Executive Committee, in care of the President, and must be signed by seven (7) players currently on the team roster
- (b) any outstanding fees, fines, and assessments payable to the League or NMSSA must be paid.

PT23. The Executive Committee may then approve the disbanding and will take the appropriate steps to notify other teams and the referee scheduler as required.

PT24. No more than three players from a disbanding team may transfer to another ASL team during the playing year in which the disbanding takes place.

PT25. If a team forfeits two games during a playing season without providing proper notice to the League (as defined in the Points system) the members of that team will be ineligible to transfer to any ASL team pending the dissolution of the team under the rules described herein.

Playing and Scheduling Rules

PS1. Prior to each League game, each team must submit to the referee a team roster on the League approved form and a League-issued player passcard for each player on the roster supplied. All players who are eligible for the game must be listed on the roster. Players not included on the roster will not be eligible to participate in the game. Every player must wear a numbered jersey, which number shall be different from every other player on the team and shall correspond to the number shown on the roster form for that player.

PS2. A player without a pass may not play in a game. A player whose passcard has been lost by the league or a referee may receive permission to play in a game without the passcard through procedures implemented by the Executive Committee. Arrangements must be made no later than 24 hours prior to the game in which the player seeks to participate.

PS3. Each player shall present to the referee his player pass before the start of the game. All passes are to be returned to the captain or Team Representative at the conclusion of the game unless the referee retains the pass because of misconduct or other violations.

PS4. Where the colors of the team uniforms fail to clash sufficiently, the home team shall change colors.

PS5. Each team must present a game ball to the referee, who will make a decision as to which ball shall be used in the game.

PS6. Subject to the provisions outlined below, length of games shall be two forty-five (45) minute halves, with a minimum five-minute half-time period.

PS7. Games are to start at the game time indicated on the published League schedule. If each team has seven (7) players dressed and ready, with passcards checked and roster submitted, then the referee is authorized to begin the game and play a ninety (90) minute game per FIFA Laws of the Game.

PS8. If one team is dressed, checked in with the referee and ready to begin the game and the other team is not ready, the team who is ready has the option to play the game, less the time it takes their opponent to get ready, or take a forfeit. If the team who is ready to play opts to play, the game should be shortened by the same amount in each half and the teams so advised prior to the game starting. The referee should note this in the game report submitted to the league.

PS9. If neither team is dressed, with seven players checked in, at game time, the game will be shortened by the amount of time past game time that it takes both teams get dressed and checked in with passcards and a team roster. If they agree to have the game shortened, the reduced time should be allocated equally to the two halves and the teams

advised before the start of the game as to the amount of time by which the game is shortened. The referee should note this in the game report submitted to the League.

PS10. Coaches and substitute players shall remain in the immediate vicinity of their assigned benches during playing time.

PS11. Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee, at the following times:

- (a) Prior to a goal kick in either team's favor;
- (b) After a goal by either team;
- (c) After an injury, when the referee stops the game, by either team;
- (d) At half-time, by either team;
- (e) Prior to a throw-in in favor of the substituting team.

PS12. Any team that abandons a game because of protest or argument will automatically forfeit the game. Protests are not filed with the referee. Any indication to the referee that the game is being played "under protest" has no validity and does not result in a protest being lodged with the League per the provisions of these League rules.

PS13. Any team that neglects to take nets down as scheduled by ASL shall be subject to a \$25 team fine. If such nets are stolen or lost due to such neglect, the team will be fined \$50 plus the replacement cost of nets and attaching straps as incurred by the League. No players will be allowed to transfer from such teams that have been so penalized as long as such fines remain unpaid and such teams will not be considered to be teams in good standing pending payment of such fines. Any ASL games scheduled during the time such fines remain unpaid shall be considered forfeited games, not to be rescheduled by the League.

PS14. In order for a team to postpone a game, the following steps must be taken in this order:

- a. Two (2) weeks notice is necessary before a game can be postponed.
- b. The captains of the game must agree to the postponement. If there is no agreement, the game cannot be postponed.
- c. If the Captains agree to the postponement, the Executive Committee must be notified and approve of this postponement. If disapproved, the game cannot be postponed.
- d. EXCEPTION: For any ASL team involved in USASA National Cup, NMSSA State Cup, or a USASA-sanctioned out of state tournament, ASL will reschedule the games of participating teams occurring on those dates.

PS15. The rules of promotion and relegation shall be applied at the end of the playing

year.

PS16. If any League equipment, such as uniforms, nets, corner markers, balls, etc., is issued to a team, that team's Team Representative or coach shall sign a receipt for the equipment and the team shall assume complete responsibility for the equipment until it is returned and the receipt is voided.

PS17. When the winners of the League competition have been decided, the League shall deliver the appropriate team and individual player awards to the team officials.

PS18. For purposes of team standings, 3 points will be awarded for a win, 1 point for a tie, and no points for a loss. No points will be awarded for goals scored.

PS19. In order to play a team out of town, an ASL team must secure permission from the ASL Executive Committee. In order for an ASL team to play an out of state team, the ASL team must secure permission from the ASL Executive Committee and NMSSA.

Referee Relations and Authority

RA1. If a player is ejected for misconduct, the referee shall deliver the pass to the person designated by the Referee Coordinator and that player shall be ineligible to play until the pass is returned.

RA2. The referee shall have the power to decide the fitness of the playing field in all matches. The referee shall also have the power to postpone the actual commencement of the game or to interrupt the game for a short period of time in the event of inclement weather or accidents on or around the playing field.

RA3. Any game for which a referee is officially assigned will not count as an official ASL game in the event it is not refereed by an officially appointed ASL referee.

RA4. Referees shall be paid a fee set by the Executive Committee. Payment shall be by League check.

RA5. Upon completion of the game, the referee shall check the game report for accuracy before signing it. The referee shall mail or otherwise provide the report to the appropriate authority as designated by the Referee Coordinator. The referee shall also provide to the Referee Coordinator a copy of the game report in cases in which a player has been ejected for misconduct or other violations, along with the pass of the player ejected.

RA6. If a referee attacks a player physically, the captains have the right to stop the game. In such case, the game shall be replayed. A report should be sent to the Referee Coordinator.

RA7. Referees may be asked to appear before ASL committees at any time to explain their reports or to testify in appeals and disciplinary hearings.

RA8. The referee shall have the authority to stop or suspend play in any match when the referee deems it necessary due to spectator interference, and to request that the individual(s) creating the disturbance immediately leave the playing area to a minimum of 100 yards from the field. Said individuals shall remain silent for the remainder of the match. Failure of any individual ejected by the referees request to leave shall result in the referee terminating the game. Any such incident shall be reported by the referee immediately to the Referee Coordinator. Action resulting from such termination shall be determined by the Appeals and Disciplinary Committee.

RA9. Coaches and team officials shall be subject to all rules pertaining to misconduct contained herein, including cautions, ejections, and standard suspensions. Other individuals who may reasonably be construed as being associated with a team, such as relatives and spectators, shall also be subject to the authority and jurisdiction of the League and NMSSA.

RA10. Any coach or team official shall be held responsible for the actions of any individual(s) at any match that, in the opinion of the referee, is a supporter of the team. Prolonged remarks or abusive disagreement with the referee or linesman by such

individual(s) shall result in a request by the referee to the coach/team official to control the unacceptable behavior. If the coach/team official cannot or will not control the individual(s) involved, the referee shall have the authority to caution the coach/team official for ungentlemanly conduct. If the disturbance continues uncontrolled and with no attempt by the coach/ team official to control it, the referee shall have the authority to eject the coach/team official for persisting in misconduct after having received a caution.

RA11. Any player or team official sent off for any form of misconduct shall immediately leave the field facility and not return after the game. Any failure to comply with this rule shall result in the referee terminating the match and reporting the incident to the Referee Coordinator.

Appeals and Disciplinary Committee

AD1. All appeals of disciplinary actions or game protest shall be directed in writing to the League office, accompanied by a \$ 25 fee. The fee will be returned if the appeal or protest is upheld; it shall revert to the ASL treasury if the appeal or protest is denied. In the case of individual suspension, the fee may be waived if requested. All protests are to be made no later than close of business at the League office on the third day following the action being protested. If the protest is related to actions resulting from a game played on Sunday, the protest must be received at the League office, with the \$25 payment, by close of business on the Wednesday immediately following the Sunday game.

AD2. Decisions of the Appeals and Disciplinary Committee may be appealed to the Executive Committee of the League. Procedures and fee for the filing shall be the same as described above and should be directed to the Secretary. Appeals of decisions of the Executive Committee may be made to the NMSSA in accordance with the Associations procedures. In all decisions delivered by the Appeals and Discipline Committee and the Executive Committee, the protesting party must be advised, in writing, of the decision and the appeal procedures to be followed to the following appeal level.

AD3. Coaches and team officials, as well as spectators, are subject to the jurisdiction on the Appeals and Discipline Committee in a manner similar to the manner in which players are.

AD4. Any player (other than a team captain attempting to restore order or prevent disorder) who does not have the referee's permission to be on the field and who runs on the field during or immediately before or after a disturbance will be suspended from all ASL play for one year. Any player who, under the circumstances outlined above, carries a weapon onto the field will be suspended permanently from all ASL play.

Point System, Fines and Suspension

P1. The point system is part of these Rules and Regulations.

P2. The point system is intended to represent minimum sanctions to be taken against individual players, coaches, and team officials. Additional suspensions and fines can be levied if, in the judgment of the Appeals and Discipline Committee, circumstances regarding an incident justify further action. The point system is as follows:

Individual points:

Caution to player	5 points
Sendoff of player	10 points
Fighting sendoff of player	20 points

P3. A player who is cautioned twice in a single game, resulting in a sendoff for persisting in misconduct, will receive only the points for the sendoff. A player who is cautioned and sent off, which sendoff is not for persisting in misconduct (second caution), shall receive points for both the caution and the sendoff.

P4. Any player sent off for violent conduct, including spitting at another person or an opponent, shall be suspended for a period of three league games and fined \$50. The person sent off for such violent conduct shall be required to post a \$50 cash bond with the League for a period of one year from the date of the send off. If the player receives another send off for such violent conduct during that one-year period, the person shall forfeit the \$50 cash bond and be suspended for a period of one year from the date of the second send off. Further sanctions may be imposed by the ASL Executive Committee.

P5. Any player sent off for serious foul play shall be suspended for a period of two League games and fined \$25.

P6. Any player sent off for fighting before, during or after a game shall be suspended for a period of six League games and fined \$100. The person sent off for fighting must post a cash bond of \$50 for a period of one year from the date of the send off. If the player receives another send off for fighting in any NMSSA sanctioned game, including League play, the person shall forfeit the \$50 cash bond and be suspended for a period of one year from the date of the second fight. Further sanctions may be imposed by the ASL Executive Committee.

P7. Any player sent off from any League game for the following reasons:

- Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball; or
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick; or

- Uses offensive, insulting, or abusive language (not including referee abuse); or
- Receives a second caution in a game

shall be suspended for the following ASL game for which his or her team is scheduled, whenever that next game occurs and must pay a \$10 fine for the sendoff prior to being reinstated to good standing.

P8. Games canceled do not count towards fulfillment of any game suspension.

P9. Players sent off from the final game of the fall season shall be suspended from the appropriate number of games of the spring season to complete the suspension and players sent off from the last game of the spring season shall be suspended from appropriate number of game of the following fall season. Players suspended from ASL outdoor league competition cannot fulfill their suspension by missing games in coed competition or in Over-30 competition. Players who do not pay a fine for send offs shall not be eligible to play in future seasons until such fines are paid.

P10. Any player committing referee abuse, as defined by the policies of the USSF, shall incur a fine of \$50 and a minimum suspension of three league games. Any player committing referee abuse for a second time shall be suspended for a minimum of one year from all NMSSA sanctioned play and required to post a \$250 bond for a period one year when that player returns to League play. Further instances of referee abuse committed by a player shall result in additional one-year suspensions for each incident.

P11. Any player guilty of committing referee assault, as defined by the policies of the USSF, shall incur a minimum fine of \$250 in addition to suspensions called for in the policies of the USSF. Any player guilty of committing a second referee assault shall be fined a minimum of \$1,000 and suspended from the League for a minimum of five years.

P12. Any team whose fans, spectators, or supporters enter the field of play during a game or attack either the referee or players on the opposing team shall be suspended from play pending an investigation by the ASL Executive Committee. Such teams, if allowed to continue to participate in League play, shall post a minimum \$1,000 performance bond for a period of at least one year. Any further fights or fan disturbances during the one-year period by the team shall result in the forfeiture of the bond and the team being removed from further league play.

P13. Any player that transfers to another team during any suspension period for a sendoff or other misconduct must miss the game required under the League player transfer rule as well as the game(s) for the suspension. A player may not count one game towards both the transfer and the ejection. All provisions of the 25-point limit apply to the player regardless of the transfer to a different team.

P14. On accumulating 25 points during the fall, spring, or summer season, a player is suspended for the remainder of the season (fall, spring or summer).

P15. A player who receives three cautions during a season shall be suspended for one game following the third caution. There is no fine for the third-caution suspension.

P16. A player who receives two sendoffs during the same season shall be suspended for an additional two games following the second red card. If necessary, the suspension will be served in the next season.

P17. All individual points are canceled at the end of the playing season, except that suspensions will carry over into the next year.

P18. Any team who does forfeits a game in League competition, without providing proper notice to the League, or who abandons a game without consent of the opposing team and referee, shall be fined the game fee. Such fine shall be due and payable within 5 days of the forfeit game. One half of the fine received from a team that forfeits a game without proper notice or abandons the field will be returned to the team in whose favor the game was forfeit or whose was playing the team that abandons a game. Proper notice is defined as notice to the Team Representative of the opposing team, ASL President, and Referee Coordinator by midnight of the third day preceding the game, e.g., midnight Thursday for Sunday's game.

P19. In all circumstances in which an ASL game is declared forfeit by the A&D Committee all individual player penalty points shall remain on the individual player record and all appropriate suspensions and fines shall remain in place.

P20. Fighting and violent conduct send offs shall result in any player being issued such send off appearing before the A&D Committee prior to returning to good standing in the League. No player shall participate in any League sanctioned activities during such suspension period.

P21. During the fall and spring League season (spring or fall), the A&D Committee shall conduct meetings each Saturday to hear protests and appeals.

P22. Teams who engage in fights involving multiple players from each team and/or fans and spectators shall be suspended for a minimum time period of the remainder of the season in which the event takes place. The Executive Committee shall determine the appropriate suspension period for the team. During such suspension, the team shall be ineligible to participate in any sanctioned tournaments and players may not transfer from a suspended team. The Executive Committee may require that the team post a performance bond when it is allowed to return to play.