

Tucson Premier League

GENERAL POLICIES

NOTICE: the Tucson Premier League (TPL) reserves the right to make corrections and clarifications to these policies and rules as it deems necessary, and when needed, to provide interpretations of the policies and rules as to their intent.

1. PLAYERS AND ROSTERS

- 1.1 For each specific age group, players must be born on or after January 1 as shown in Appendix A.
- 1.2 Maximum roster size shall be limited by age group as shown in Appendix A.
- 1.3 50% of the registered players to a team must play each game, the other 50% of the roster may come from “of age” players from other teams within the same club. Such players shall be designated as “loan” players. Loan papers are not required.
- 1.4 No player may play more than the equivalent of two total game minutes in one day. Game minutes are the length of the game for the age group of the player as shown in Appendix B.
- 1.5 Players playing in other, competitive leagues may play in a premier bracket Tucson Premier League match only. Refer to Appendix C for the list of these leagues.

2. SEASON

- 2.1 The league will host two seasons, each season consisting of six or eight games. The number of seasons by age group is shown in Appendix A.
- 2.1 Teams may enter one or both seasons.
- 2.2 Blackouts
 - 2.2.1 Season 1: Each team will be granted two blackouts, in which they may indicate two specific weekends on which league games will not be scheduled.
 - 2.2.2 Season 2: Each team will be granted two blackouts, in which they may indicate two specific weekends on which league games will not be scheduled.
- 2.3 Coaching Conflicts: Teams may request that the league not schedule games with conflicting times for two teams coached by the same person. Both teams must participate in the Tucson Premier League. The league will try to schedule around the two team’s schedules. However, there may be occasions where it is not possible.
 - 2.3.1 A team may utilize a substitute coach, provided that substitute is properly registered both with the club and with AYSA. The coach need not be formally assigned to that team, but must be a coach within the same club.
 - 2.3.2 In order for the league to consider potential coaching conflicts, both teams must list the coach as the official head coach for the team within GotSport. The spelling of the coach’s name must be identical for each.
- 2.4 Games will be played as a series of home and away games, as scheduling permits.
- 2.5 Rescheduling Games:
 - 2.5.1 Once the schedule has been published, the dates of games may not be changed except for the following reasons:
 - 2.5.1.1 The field is closed by the city or other governing entity.
 - 2.5.1.2 Inclement weather.
 - 2.5.1.3 Scheduling errors made by TPL.
 - 2.5.1.4 TPL deems it in the best interest of Arizona soccer.

3 SCORE CARDS AND GAME DAY ROSTERS

- 3.1 The home team is responsible for printing the score card from GotSport, bringing it to the match, and presenting it to the referee.
- 3.2 All players participating in the match must be noted on the score card. This includes player names, player ID number, and jersey number. Players listed on the score card but not participating in the match must be crossed off. Loan players must be designated as such and included on the score card. Hand-written information is acceptable but it is preferred that players be added in gotsport rosters before printing.
- 3.3 At the conclusion of the match, both coaches must sign the score card. The home team is then responsible for calling the results in to GotSport, including the score, red cards and yellow cards. Basic instructions are included at the top of the score card.
 - 3.3.1 A coach who refuses to sign the score card, regardless if he/she agrees with the outcome or any portion of the match, will be considered as having been ejected from the match. Suspension rules will apply.

4. UNPLAYED MATCHES

- 4.1 If a team fails to play a scheduled game, the team will be fined \$250.00, to be paid before their next game. Additionally, the coach may be required to attend a league D & R hearing.
- 4.2 If a team fails to play a second scheduled game, the team will be fined \$500.00. The coach and the club's Director of Coaching will be required to attend a league D & R hearing, and may be subject to suspension.
- 4.3 All unpaid fines become the debt of the club.

MATCH RULES

1. GENERAL

- 1.1 Coaches and players should conduct themselves with good sportsmanship.
- 1.2 Coaches and players should thank the game referees after each game.
- 1.3 Spectators should not coach or instruct players during the game.
- 1.4 No foul language or gestures.
- 1.5 No derogatory comments to players, referees, coaches, or spectators.
- 1.6 Suspend or abandon matches when lightning is near.
- 1.7 No alcoholic beverages or smoking materials shall be consumed or allowed near the playing area.
- 1.8 No dogs near the playing area. Many field venues (parks) have more stringent rules where dogs are not allowed at all anywhere in the park or school. It is strongly recommended that coaches and managers request that spectators do not bring dogs to matches.

2. THE FIELD

- 2.1 Field Dimensions: Refer to Appendix B for suggested field dimensions by age group. Reasonable variations are allowed.
- 2.2 Markings: Distinctive lines not more than five (5) inches wide. A halfway line shall be marked out across the field.
A center circle should be marked with a radius as shown in Appendix Corner arcs should be marked with a radius.
- 2.3 Goal Area: Distances are shown in Appendix B as yards from each goal post and yards into the field of play. The points described are joined by a line parallel with the goal line.
- 2.4 Penalty Area: Distances are shown in Appendix B as yards from each goal post and yards into the field of play. The points described are joined by a line parallel with the goal line.

- 2.5 **Goals:** The height and width of goals by age group are shown in Appendix B. Reasonable variations are allowed.
- 2.7 If the field does not meet the above qualifications, and the field is considered playable by the referee, then the game will be played. A written complaint should be sent to the league at the conclusion of the match to allow the league to help correct future problems.
- 2.8 Teams will sit on the same side as their spectators. Spectators will sit to the left of the team Technical area. Spectators must sit a minimum of three (3) yards back from the touchline when facilities permit. No spectators on the team sidelines, assistant referees' sidelines, or behind the goals. Each coach is responsible for the behavior of their spectators as provided for in Section 8.04. The Referee may display a yellow or red card to a coach, team official, or bench personnel for the irresponsible behavior of its spectators or sideline. A Referee does not have to physically present a red card to demonstrate and/or confirm that a player, coach, team official, or bench personnel has been dismissed or sent off from a match.

TEAM SIDELINE FIELD MAP



3. THE BALL

- 3.1 Ball size for each age group is shown in Appendix B.
- 3.2 Each team shall be prepared to supply a game ball. The referee shall choose the ball to be used.

4. NUMBER OF PLAYERS AND SUBSTITUTIONS

- 4.1 Maximum number of players on the field for a team including a goalkeeper is shown in Appendix A.

- 4.2 Maximum number of players on the roster is shown in Appendix A.
- 4.3 Minimum number of players required to form a team AND start a game is shown in Appendix A.
- 4.4 Substitutions: With the permission of the referee, substitutions may be made:
 - 4.4.1 Prior to a throw-in, by the team possessing the ball.
 - 4.4.2 By either team prior to a goal kick.
 - 4.4.3 After a goal is scored, by either team, prior to the kick-off.
 - 4.4.4 After an injury when the referee has stopped play, by either team.
 - 4.4.5 When a player has been cautioned. Only the cautioned player may be substituted.

5. **PLAYER EQUIPMENT**

- 5.1 Tennis shoes or soft-cleated soccer shoes. No toe cleat or metal cleats/spikes allowed.
- 5.2 Shin guards are mandatory.
- 5.3 All field players on a team shall wear similar colored jerseys, similar colored shorts, and similar colored socks. The color of the jerseys may differ from the color of the shorts and/or socks. Likewise, the color of the shorts may differ from the color of the jerseys and/or socks. Both socks must be of the same color, but the color may differ from that of the jerseys and/or shorts.
 - 5.3.1 A legible, unique number is required on the back of each jersey (no duplicate numbers).
 - 5.3.2 Players and substitutes may not change or remove their jerseys/numbers during the match.
 - 5.3.3 Socks must be pulled up to completely cover the shin guards.
 - 5.3.4 Only undergarments (sliders, etc.) which are the same color as the predominant color of the shorts, may be worn.
- 5.4 If both teams are wearing similar colored jerseys, the visiting team chooses which color they will wear. If an alternate jersey is unavailable, one team may wear pinnies to differentiate the two teams.
 - 5.4.1 At the direction of the referee, a goalkeeper may be required to change jerseys, regardless of home/visitor status.
- 5.5 No jewelry (necklaces, bracelets, rings, earrings) or metal hair bows/pins. Bracelets are defined as any object encircling the wrist or arm. Exception: Medical Alert bracelet or necklace. These must be taped down. Taping of earrings/studs is NOT considered an exception. These must be removed.
- 5.6 Players with splints, casts, braces, or other such devices may participate, if, in the opinion of the referee, these devices do not present an inherent danger to any player.

6. **REFEREE**

- 6.1 One (1) center referee shall be assigned.
- 6.2 In the event a referee does not show up for the match, upon agreement by both coaches, a referee may be appointed on-site for purposes of playing the match. If both coaches cannot agree, then the match must be rescheduled.
- 6.3 The referee's judgment as to whether the field is suitable for play shall be final.
 - 6.3.1 Exception: The entity (city parks department, etc.) which controls the fields may close the field as required.
- 6.4 Referee's decisions on points of fact connected with the game shall be final.
- 6.5 Rule infractions should be briefly explained to the offending player.
- 6.6 Prior to the start of the match, the referee shall:
 - 6.6.1 Verify the identity of each player by comparing the photo on the player pass with the player.
 - 6.6.2 Ensure that each coach participating has a proper coach's pass.
 - 6.6.3 Ensure that each player participating is properly noted on the score card, including player names, ID number, and jersey number. If a player does not have a player pass, the referee may allow the player to participate, with the understanding of:

- 6.6.3.1 The referee will advise the non-offending team of the missing information.
 - 6.6.3.2 The referee will allow the offending team until halftime to produce the pass. If the team fails to provide the pass by the start of the second half the game is declared a forfeit and the forfeit rules apply.
 - 6.6.3.3 The referee will note this information on the score card and the home team will call the game into GotSport as a 1-0 score.
 - 6.6.3.4 If a roster/score card is not available, the offending team will provide the referee a written list of the players' names, complete with ID number and jersey number.
 - 6.6.3.5 The fact that there is missing information is not a valid reason to not play the game or to protest the game.
 - 6.6.3.6 Upon completion of the game and receipt of a game report, the league will review the situation. Disciplinary action against coaches and players could result, as well as forfeiture of the game, should the league find evidence of illegal players.
- 6.7 Upon the completion of the match, the referee shall:
- 6.7.1 Report in writing the identity and details of the offense of any participant who has been cautioned or sent off, or has committed equivalent misconduct prior to, during or after the completion of the match.
 - 6.7.2 Return the rosters/scorecards and player passes to the appropriate team representatives.

6.8 **Referee Fees Paid by Teams (on field at team check in)**

9U-10U	\$18.00 Per Team	Single Referee
11U-12U	\$20.00 Per Team	Single Referee
13U-14U	\$48.00 Per Team	Three Referee Crew
15U-16U	\$53.00 Per Team	Three Referee Crew
17U-19U	\$55.00 Per Team	Three Referee Crew

7. **LINESMEN (ASSISTANT REFEREES)**

- 7.1 Two assistant referees, acting as linesmen, shall assist the center referee.

8. **DURATION OF GAME**

- 8.1 The game shall be divided into two equal halves. Each game duration shall be as shown in Appendix C. In times of hot weather, the referee may, at his/her discretion, separate the game into equal quarters, allowing for a two-minute water-break between quarters. The referee should inform the coaches prior to the start of the match of this intent.
- 8.2 There shall be a half-time break of five minutes.
- 8.3 It is the referee's discretion as to whether time will be added to the match to compensate for time lost due to serious injuries or other significant stoppages in play. Under normal circumstances, typical injuries will not result in time added to the match. Subsequent games scheduled following the conclusion of the current game may factor into the referee's decision, i.e. need to stay on schedule.
- 8.4 If the game is called by the referee before the start of the second half, it shall be considered abandoned and must be replayed. If the second half has started the game will end and the score at that time will be recorded as the final score.

9. THE START OF PLAY

- 9.1 A coin toss determines which team is on each end of the field at the start of the match. The team which wins the coin toss chooses the end of the field they will attack. The other team kicks off for the first half.
- 9.2 Teams switch ends of the field for the second half of the match. The team which did not kick off in the first half kicks off to start the second half.
- 9.3 Opponents must be ten yards from the center mark while kick-off is in progress.
- 9.4 If a team has the minimum number of players as shown in Appendix C, then the game may start. If at any time during the match the team does not have the minimum number of players available, then the game is considered a forfeit for the team that does not have enough players. The results of the game will be recorded as a 3-0 win.

10. BALL IN AND OUT OF PLAY

- 10.1 Ball must completely cross the touch line to be considered out of bounds.
- 10.2 Ball must completely cross the goal line to be considered a goal.
- 10.3 The ball is still in play even if it hits a corner flat, goal post, crossbar, or the referee.
- 10.4 If there are American football-style goal posts that are not part of the actual goal, or anything in addition to the two goal posts and a crossbar, the ball is out of play if it hits these items, even if the ball stays on the field.

11. METHOD OF SCORING

- 11.1 Standard score-keeping shall apply. A team will be awarded one point (goal) each time the ball completely crosses the goal line between the goal posts and under the crossbar, regardless of who touched the ball last (defender or attacker).
- 11.2 Matches may end in a tie. Play will not be extended (no overtime, no kicks from the mark, etc.).

12. OFFSIDE

- 12.1 Offside shall be called.

13. FOULS AND MISCONDUCT

- 13.1 All fouls will conform to FIFA rules.

14. FREE KICKS

- 14.1 Penalty kicks shall conform to FIFA rules
- 14.2 The kicking team may request, at its discretion, that opponents be ten yards away from the ball before the kick is taken.

15. PENALTY KICKS

- 15.1 Penalty kicks shall conform to FIFA rules.

16. THROW-INS

- 16.1 Throw-ins shall conform to FIFA rules.

17. GOAL KICKS

- 17.1 Goal kicks shall conform to FIFA rules.

18. CORNER KICKS

18.1 Opponents must be ten yards away from the ball.

Appendix A: Age Group Player, Roster, and Season Information

Group	DOB	Roster Size	Seasons	Players on field	Players to form team / start game
U9	2014	14	2	8	6
U10	2013	14	2	8	6
U11	2012	14	2	8	6
U12	2011	18	2	11	6
U13	2010	22 / 22	2	11	7
U14	2009	22 / 22	2	11	7
U15	2008	22 / 22	2	11	7
U16	2007	22 / 22	2	11	7
U17	2006	22 / 22	2	11	7
U18	2005	22 / 22	2	11	7
U19	2004	22 / 22	2	11	7

Notes to Appendix A.

1. The DOB Cutoff dates shown above apply to the 2022-23 seasonal year.
2. When two numbers are shown for Roster Size, the larger number indicates the maximum number of players allowed on the team roster and the lower number indicates the number of players that may be suited and available to play in a match.
3. Seasons is the planned number of seasons in the seasonal year.

Appendix B: Age Group Field and Equipment Information

Group	Game leng	Field leng	Field wid	Cent circle	Corner arc	Goal area	Pen area	Goals	Ball size
U9	50	70	45	8	2	3 / 3	14 / 14	7 / 21	4
U10	50	70	45	8	2	3 / 3	14 / 14	7 / 21	4
U11	60	70	45	8	2	3 / 3	14 / 18	7 / 21	4
U12	60	110	70	10	3	6 / 6	18 / 18	8 / 24	4
U13	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U14	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U15	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U16	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U17	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5
U18	70	110	70	10	3	6 / 6	18 / 18	8 / 24	5

Notes to Appendix B.

1. Game leng is the length of a game in minutes.
2. Field leng is the length of the game field in yards.
3. Field wid is the width of the game field in yards.
4. Cent circle is the radius of the game field center circle in yards.
5. Corner arc is the radius of the game corner arc in feet.
6. Goal area first number is the distance from each goal post in yards and the second number is the distance into the field of play in yards.
7. Pen area first number is the distance from each goal post in yards and the second number is the distance into the field of play in yards.
8. Goals first number is the height of the goal in feet and the second number is the width of the goal in feet.

Appendix C: List of Leagues Which Cannot Loan Players to TPL silver and bronze bracket teams

- Arizona Advanced Leagues
- Far West Regional League
- National League