

**Fusion Adult Soccer League  
d.b.a.  
Conquistador Adult Soccer Association**

**Rules and Regulations**



Version 2.1

*Amended 23 Aug 2023*

*Affiliated with:*



# Conquistador Adult Soccer Association (CASA)



## RULES AND REGULATIONS

*Revised: 23 August 2023*

\*Conquistador Adult Soccer Association reserves the right to amend the rules and schedules as conditions may warrant.

*\*All Teams must comply with the Standard Rules for the Adult Sports League*

*\*Items with ~~strike through~~ are to be discussed/approved by the CASA board at the next meeting.*

### COMPETITION RULES

Unless modified by this set of rules, all games shall be played in accordance to FIFA rules. (You may download a complete copy of FIFA rules from [www.fifa.com](http://www.fifa.com)). These rules are binding. In case of conflict, the rules of FASA and higher will take precedence.

#### 1. ROSTERS AND REGISTRATION

##### 1.1. ROSTERS

- 1.1.1. Participation in the Fusion Adult Soccer League (FASL) dba Conquistador Adult Soccer Association (CASA) is open to amateur teams.
- 1.1.2. Each 9 v 9 or under division team shall register players of proper eligibility. If any players withdraw after being accepted, that players registration fee will not be refunded.

##### 1.2. LEAGUE REGISTRATION

- 1.2.1. Captains must RSVP their spot in the league by the RSVP deadline for each of the three seasons. Rosters are emailed in and CASA reserves the right to cap the number of teams that may enter if they deem necessary.
- 1.2.2. If a team fails to pay their team registration fee they will be given 24 hours after the deadline with a late fee to pay. If payment is not received 24 hours after the deadline and there is a team waiting to get into the league they can be admitted and they have 48 hours to pay there team fee. Registration is on a first come full serve basis, and whom ever has their team fee in first will be admitted.

- 1.2.3. The registration fee shall be the amount to cover all official's fees, light use, equipment, personnel, field reservation fees, and miscellaneous organizational expenses that the league may incur.
    - 1.2.4. TEAM: Minimum player requirement for a team is ten (10) and there is no set maximum. If any players withdraw after being accepted, that players registration fee will not be refunded.
    - 1.2.5. PREVIOUSLY SUSPENDED/BANNED PLAYERS: Previous dismissals from the CASA will be taken into account when determining the eligibility of players to register in future seasons. Returning player's eligibility will be on a case-by-case basis, up to the discretion of the CASA board of directors. The CASA board reserves the right to decline an individuals' participation in the league.
    - 1.2.6. REFEREE FEES: All referee fees are included in player registration fees.
    - 1.2.7. The CASA board may assign free agents to teams that do not meet the minimum requirement if a Free Agent team is not available.
  - 1.3. PLAYER RELEASE AND TRANSFER
    - 1.3.1. PLAYER RELEASE: Players requesting to be released from the roster can do so without refund. The board asks that the player(s) requesting to be released meet with the CASA board to assess the situation within two (2) weeks of the initial incident.
    - 1.3.2. PLAYER TRANSFER: Players requesting to be transferred to another team may do so free of charge. Transfers must meet the following criteria: no team drops below the minimum roster size, player has the permission of both captains/ coaches, and transfer is board approved.
  - 1.4. REGISTRATION
    - 1.4.1. After the early registration deadline, teams may add to their roster for a regular registration fee until the last working business day before the last game of the season.
2. PLAYER ELIGIBILITY
    - 2.1. Only currently FASA registered players are allowed to participate.
    - 2.2. All players must be properly registered through CASA as adult team players. Players on teams must be at least 18 years of age. Age determination date is the first scheduled game of the current season.
      - 2.2.1. A professional player, a player who has received remuneration for playing or when he or she signs a professional form of the USSF MAY register in the CASA, except, no professional player may be registered to compete on a team that is a member of a youth associated affiliated to USSF.
    - 2.3. Players may only roster in multiple divisions. Players may NOT participate for more than one team in a single division except for the Recreational Division.

Games will NOT be scheduled to accommodate players on more than one team.

- 2.4. No Pass, No Play: Acceptable player identification will include a valid CASA player pass or government identification. Any player who is unable to present acceptable identification when asked by a board member or referee will be declared INELIGIBLE (see below).

- 2.4.1. Players must be able to provide proof of age using a government issued photo ID with birth date presented to the referee, along with his/her player's pass for EVERY GAME. Failure to present acceptable proof of age ID will result in the player not participating in that game regardless of whether he/she has participated previously.

- 2.4.2. Failure to present player passes for check-in before games may result in forfeit or ineligibility of players, per referee decision.

- 2.5. Failure to meet any of these requirements will render a player ineligible to participate in the season. Any team using an ineligible player will FORFEIT the current match. If you have any questions ask a board member before the player enters the field.

### 3. THE SCHEDULE

- 3.1. SEASONS: There are three seasons per year for CASA when resources allow

- 3.1.1. Spring: January through April

- 3.1.2. Summer: May through August

- 3.1.3. Fall: September through December

- 3.2. REGULAR SEASON: Round robin games: Standings in a group will be determined by: Game Points: 3 points for a Win, 1 point for a Tie, 0 points for a Loss.

- 3.2.1. In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct), BEFORE half time, it will be up to the CASA board whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

- 3.3. POST SEASON: In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct) the score will be recorded as it was when the game was stopped.

- 3.4. In the event, a post season game ends in a tie, the team winning the best of five (5) penalty kicks will be declared the winner according to FIFA rules.

- 3.4.1. Shoot outs go to sudden death if tied after five (5) kicks.

- 3.5. SCORE REPORTING AND STANDINGS

- 3.5.1. A tournament official will be available to answer any questions not pertaining to game situations. At the conclusion of each game, the referee will record the game score. The referee will report to the game's CASA board member/ volunteer, and will review the score recorded as well as disciplinary action. The referee must sign the game notepad confirming its accuracy.
- 3.5.2. For the sake of scoring, forfeits are recorded as a 3-0 victory for the non-forfeiting team. While a forfeit does not automatically disqualify a team from the tournament, it is not within the spirit of the game.
  - 3.5.2.1. In the event a team does not show for a playoff game, they will cease to progress in the playoff process, and the regular forfeiture fiscal penalty applies (\$30.00).
    - 3.5.2.1.1. Returning Captains will be held responsible for this fee before his or her team plays their first game of the following season.
- 3.5.3. DETERMINATION OF GROUP WINNERS: In group play, there will be no overtime games.
- 3.5.4. Teams are ranked on the total number of points earned. In the case of ranking ties, the following criteria, in order, will be used to break the tie:
  - 3.5.4.1. Head-to-head points.
  - 3.5.4.2. Head-to-head most goals scored (maximum of 3 per game)
  - 3.5.4.3. Head-to-head fewest goals allowed (maximum of 3 per game).
  - 3.5.4.4. Head-to-head goal differential (maximum of 3 per game).
  - 3.5.4.5. Head-to-head most games scoring a goal.
  - 3.5.4.6. Overall most goals scored (maximum of 3 per game)
  - 3.5.4.7. Overall fewest goals allowed (maximum of 3 per game).
  - 3.5.4.8. Overall goal differential (maximum of 3 per game).
  - 3.5.4.9. Overall most games scoring a goal.
  - 3.5.4.10. Coin toss or random drawing (time and procedure to be determined by Tournament Director).
  - 3.5.4.11. Head-to-head tiebreakers will only apply if all teams in the division have each played every other team an equal number of games. In a two-way tie, where teams have only played each other once, steps 2 through 5 are not applicable.
- 3.6. INCLEMENT WEATHER POLICY
  - 3.6.1. With the exception of harsh weather conditions, players and coaches must be on the field at the scheduled time, ready to play. The master schedule will be posted via e-mail to all the captains and co-captains, will appear on the league website, and will regularly be updated on the league Facebook page. All paper copies of the schedule are only tentative schedules. It is

the captain's/ manager's/ coach's responsibility to check the master schedule on the league website and/or Facebook for any changes.

- 3.6.2. The CASA board may reduce the length of time to call the game off due to weather conditions before the start of a game; all such games will be considered official. The CASA board may also reschedule (time and location) a game before it begins. Only referees, the tournament director or the CASA board member on duty can suspend a game already started due to weather conditions. Any one single suspension of a game may last no longer than 35 minutes.
- 3.6.3. Game starts may be delayed and/or canceled due to weather conditions as decided by the Tournament Director or Board Member present.
- 3.6.4. Games will be put on hold when lightning is within five (5.0) miles of the fields. Game play may resume when there have not been any lightning strikes within five (5.0) miles in thirty (30) minutes.
- 3.6.5. Access to the FASA provided Liability insurance is null and void IF during a lightning storm, players refuse to remain under cover as instructed by CASA board members/referees/volunteers.

### 3.7. RESCHEDULING

- 3.7.1. Rescheduled games must be played as rescheduled or forfeited.
- 3.7.2. When rescheduling a make-up game, the board will make every effort to first schedule games on the same playing day. If that is not possible, then the board reserves the right to reschedule games on any day in order to complete league play.
- 3.7.3. The league will try its best to make sure all scheduled games are played during the regular season. However, given the limited number of bye weeks, the league can only guarantee that all teams will enter playoffs having played an equal amount of games.

## 4. THE FIELD OF PLAY

- 4.1. 9 v 9 and under Field Size: Width (40 to 60 yards) by Length (60 to 70 yards).
- 4.2. 11 v 11 Field Size: Width (70 to 80 yards) by Length (100 to 120 yards).
- 4.3. TEAM FIELD POSITION: Both teams must sit on the same side of the field (THIS RULE WILL BE STRICTLY ENFORCED TEAMS NOT ABIDING BY THIS RULE CAN BE DISQUALIFIED).
  - 4.3.1. All players must take a position on the opposite side of the field from the spectators. Failure to provide a league official room to see the touchline may lead to a caution given to the coach/captain. Each team is limited to have on their bench side ONLY registered players listed on the roster for that game. Prior to the start of each game, the team must check in with

the referee to review player cards and attendance. Players that are not on the game roster must sit on the spectator side of the field.

- 4.3.2. Coaches and players must sit or stand at least one (1) yard away from the sidelines. On the players' side, match officials may ask players to stand further back if their view of the field is impeded. Coaches, players, and spectators must stay away from the field to protect themselves and the on field players from collisions, as well as to help match officials maintain site lines of the field.

- 4.3.2.1. Refusal to move may result in being carded or being sent from the facility.

- 4.4. The CASA board is responsible for ensuring that the fields are marked, corner flags are present before games, goals have nets, and substitute benches are present.

## 5. THE BALL

- 5.1. All outdoor adult divisions will use Size 5.
- 5.2. Both teams must provide at least two (2) fully pumped game balls for each game they participate in.

## 6. THE PLAYERS

- 6.1. Number of Players: The team on the field shall consist of:
  - 6.1.1. For 7 v 7: seven (7) players (six plus goalkeeper). The minimum number of players to start and continue a game is five (5). Once the game begins, if a team falls below five (5) players, the game will be considered a forfeit.
  - 6.1.2. For 8 v 8: eight (8) players (seven plus goalkeeper). The minimum number of players to start and continue a game is five (5). Once the game begins, if a team falls below five (5) players, the game will be considered a forfeit.
  - 6.1.3. For 9 v 9: nine (9) players (eight plus goalkeeper). The minimum number of players to start and continue a game is five (5). Once the game begins, if a team falls below five (5) players, the game will be considered a forfeit.
  - 6.1.4. If a division is 9 v 9 or under "coed mandatory", there must be at least two (2) females on the field at all times. In the event that a team is primarily comprised of females, there must be at least two (2) males on the field. Player positions will remain empty for each gender specific role left vacant.
  - 6.1.5. If a division is 11 v 11 coed mandatory, there must be at least three (3) females on the field at all times. In the event that a team is primarily comprised of females, there must be at least three (3) males on the field. Player position will remain empty for each gender specific role left vacant.

- 6.2. 9 v 9 and under: A minimum of five (5) players must check in with the referee on or before the official kick off time. Failure to have five (5) players ready by kick off time will result in forfeiture.
  - 6.2.1. 9 v 9 or under: If a team cannot field the required five (5) players, they CANNOT use borrowed players from other teams or guest players except for in the Recreational Division.
- 6.3. 11 v 11: A minimum of eight (8) players must check in with the referee on or before the official kick off time. Failure to have eight (8) players by kick off time will result in forfeiture.
  - 6.3.1. 11 v 11: If a team cannot field the required eight (8) players, they CANNOT use borrowed players from other teams or guest players.
- 6.4. The referee will begin the game on time if five (5) players from both teams are ready to step on the field for 9 v 9 and under, eight (8) for 11 v 11. The opposing team can choose to wait for the short-handed team to reach eight (5) players (for 9 v 9 or under) or 11 players (for 11 v 11) if they want; however, the clock will be running for five (5) minutes of grace period.
- 6.5. SUBSTITUTIONS: There will be unlimited substitutions with permission of the referee in **any dead ball situation**. All divisions will play with an unlimited number of substitutions.
  - 6.5.1. Substitution Procedure: All substitutes must enter the playing field from the halfway line and should not enter the playing field until the player they are replacing has reached the touchline, as determined by the referee.
    - 6.5.1.1. Players entering the field without the referee's permission will be given an automatic yellow card.
  - 6.5.2. Substitutions shall be unrestricted by gender unless mandated by the individual division's requirements of minority gender distribution on the field.

## 7. THE UNIFORMS AND EQUIPMENT

### 7.1. SAFETY

- 7.1.1. BLOOD: A player who is bleeding or who has blood on his/her uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. An athlete shall not continue competition unless the bleeding is controlled and the wound is covered.

- 7.1.2. NO JEWELRY will be allowed. Jewelry includes earrings, necklaces, rings, watches, bracelets (metal or organic material). Bracelets and earrings can be taped over.

- 7.2. PLAYER EQUIPMENT: All players and teams participating must meet the following requirements:



- 7.2.1. UNIFORM: All players must wear jerseys/T-shirts of like color. Shorts must match throughout the team, whereas socks are not required to. Goalkeeper may not match the opposing team.
  - 7.2.1.1. All jerseys must have a number on them (at least 6" tall).
  - 7.2.1.2. No duplicate jersey numbers will be permitted either on the sidelines or on the field of play.
  - 7.2.1.3. Where jersey colors are similar, the AWAY team, as designated on the schedule, must change their jersey or wear pinnies.
- 7.2.2. SHIN GUARDS must be worn.
- 7.2.3. Socks covering shin guards MUST be worn. All socks MUST be pulled up over the shin guards.
- 7.2.4. Appropriate soccer footwear or flat-soled shoes must be worn. Metal spikes are allowed during soft ground (summer) season IF they are Soft Ground Soccer Cleats. Football, baseball, other metal cleats are not allowed. Referee must give the go ahead, and players should specifically show the referee if they are wearing soft ground cleats before the game.
- 7.3. Offences and Sanctions
  - 7.3.1. For any offence, play may be stopped upon referee decision, and the player is instructed by the referee to leave the field of play to correct the equipment issue, unless the equipment has already been corrected. A player who leaves the field of play to correct or change equipment must:
    - 7.3.1.1. Have the equipment checked by a match official before being allowed to re-enter.
    - 7.3.1.2. Only re-enter with the referee's permission (which may be given during play) upon resolution of equipment compliance failure.
    - 7.3.1.3. Player found guilty of breaching equipment rules will result in a yellow card and subsequent two (2) minute suspension.
    - 7.3.1.4. A player who enters without permission before the completion of the two (2) minute penalty will be cautioned with a subsequent yellow card and will be issued a red card, and if play is stopped to issue the caution, an indirect free kick is awarded from the position of the ball when play was stopped.

## 8. THE REFEREE

- 8.1. Referees should be USSF certified.
- 8.2. Referees are paid before each game by CASA.
- 8.3. In the event of a "referee no show" for a game, an attempt will be made to have a CASA board member step in as referee. Otherwise, the game will be rescheduled for a later date if the teams do not accept a later time.
- 8.4. Referee Responsibilities

- 8.4.1. Referees are required to be at the field 15 minutes before the allotted game time.
- 8.4.2. Referees are to determine the playability of the field before the start of the game. Referees may render a field unusable. CASA board members may also determine fields to be unusable.
- 8.4.3. Referees are responsible for accurately checking in teams in a timely fashion before the start of play, and for performing the coin toss. The home team will call the coin toss before games.
  - 8.4.3.1. Ensure that each team has provided a minimum of two (2) acceptable game balls.
  - 8.4.3.2. Check in procedure: Players must line up on the sideline to present player equipment compliance. Upon verification of player identity, players should surrender player card (if applicable) until after the game.
- 8.4.4. Referees are responsible for enforcing the Laws of the Game, controlling the match in cooperation with the CASA match officials, act as a timekeeper, maintain record of the match, and provide the appropriate authorities with a match report including information on disciplinary action and any other incidents that occurred before, during or after the match, supervises and/ or indicates the restart of play and substitutions.

## 9. OTHER MATCH OFFICIALS

- 9.1. CASA Match Officials are required to assist the referees in their duties. Further, CASA Match Officials are to keep a separate log of goals, yellow cards, red cards, injuries, behavioral issues (player and spectator), as well as helping with the two (2) minute suspensions being upheld properly.
- 9.2. Post-game, CASA Match Officials are to convene with the referee to compare notes, and finalize scores. All Match Officials are required to sign and date Affinity match sheet before stapling the referee report and Affinity match sheet when finalized.
- 9.3. It is understood that this volunteer position helps maintain player and fan safety, and therefore requires the volunteer's full attention throughout the game. Match Officials are to remain at the halfway point of the sidelines observing the game, with minimal disturbance from individuals not playing in the game.

## 10. THE MATCH

### 10.1. Duration

- 10.1.1. All 9 v 9 and under Divisions: 25-minute halves with a 5-minute half time.

- 10.1.2. All 11 v 11 Divisions: 45-minute halves with a 10-minute half time.
- 10.2. There will be no overtime in round robin play – games may end in a tie.
- 10.3. In playoff games, if a clear winner is not decided after regulation time, overtime will not be played. Teams will go to the best of 5 penalty kicks to progress as winners in accordance with FIFA rules, then sudden death.
- 10.4. PREMATURE TERMINATION
  - 10.4.1. TERMINATION DUE TO MISCONDUCT: If a game is terminated due to misconduct, the board of directors will determine the outcome of the game after review, and whether or not the offending team(s) may continue in the league.
  - 10.4.2. In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct) AFTER half time, the score will be recorded, as it was when the game was stopped and declared official unless the game was terminated due to team misconduct.
- 10.5. FORFEITURE
  - 10.5.1. A forfeit is considered a game. Forfeited games will not be rescheduled. A 3-0 win will be given to the team that did not forfeit.
    - 10.5.1.1. In addition to loss of points, the forfeiting team owes the league \$30.00 to be paid before the team plays its next game. Checks payable to Fusion Adult Soccer League Inc or cash are accepted. The team will continue to forfeit their game, and accrue the corresponding forfeiture fees, until such a time as they regain their good standing status.
    - 10.5.1.2. In the event that both teams should fail to have five (5) players for 9 v 9 or under or eight (8) players for 11 v 11 after the grace period, a 0-0 tie will be awarded and both teams will owe the forfeiture fine.

## 11. FOULS AND MISCONDUCT

- 11.1. Direct Free Kicks
  - 11.1.1. A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:
    - 11.1.1.1. Charges, jumps at, kicks or attempts to kick, pushes, strikes or attempts to strike (including head-butt), tackles or challenges, trips or attempts to trip.
    - 11.1.1.2. If an offence involves contact it is penalized by a direct free kick or penalty kick.

- 11.1.1.3. Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed.
- 11.1.1.4. Reckless is when a player acts with disregard to danger to, or consequences for, an opponent and must be cautioned.
- 11.1.1.5. Using excessive force is when a player exceeds the necessary use of force and/ or endangers the safety of an opponent and must be sent off.
- 11.2. Indirect Free Kicks
  - 11.2.1. An indirect free kick is awarded if a player commits any of the following offences against an opponent:
    - 11.2.1.1. Plays in a dangerous manner, impedes the progress of an opponent without any contact being made, is guilty of dissent, using offensive, insulting or abusive language and/ or gestures or other verbal offences.
    - 11.2.1.2. A goalkeeper is considered to be in control of the ball when the ball is between the hands or between the hand and any surface (e.g. ground, own body) or by touching it with any part of the hands or arms except if the ball rebounds accidentally from the goalkeeper or the goalkeeper has made a save, holding the ball in the outstretched open hand, bouncing it on the ground or throwing it in the air.
    - 11.2.1.3. A goalkeeper cannot be challenged by an opponent when in control of the ball with the hands.
    - 11.2.1.4. Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury. A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.
- 11.3. Types of Offences
  - 11.3.1. Cautionable offences: a player is cautioned if guilty of:
    - 11.3.1.1. Delaying the restart of play, dissent by word or action, entering, re-entering or deliberately leaving the field of play without the referee's permission, failing to respect the required distance when play is restarted with a corner kick, free kick or throw-in, persistent offences (no specific number or pattern of offences constitutes "persistent"), unsporting behavior.
  - 11.3.2. A substitute or substituted player is cautioned if guilty of:

- 11.3.2.1. Delaying the restart of play, dissent by word or action, entering or re-entering the field of play without the referee's permission, unsporting behavior.
- 11.3.3. Sending-Off Offences: a player, substitute or substituted player who commits any of the following offences is sent off:
  - 11.3.3.1. Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area), denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is toward the offender's goal by an offence punishable by a free kick, serious foul play, spitting at an opponent or any other person, violent conduct, using offensive, insulting or abusive language and/ or gestures, receiving a second caution in the same match.
  - 11.3.3.2. A player, substitute, or spectator who has been sent off must leave the vicinity of the field of play and the technical area.
- 11.4. Disciplinary Action
  - 11.4.1. Players receiving a yellow card will be sent to the bench for two (2) minutes, and a red card will see the player out of the current game as well as the next game at minimum. The suspension duration is dependent on the severity of the misconduct pending review by board of directors.
  - 11.4.2. Another player from the bench CANNOT replace the carded player.
  - 11.4.3. Accumulation of three (3) yellow cards in different games will result in at least a one (1) week suspension to be determined by the board.
  - 11.4.4. Red Card: No player can replace the penalized player, and the team plays one (1) player short for the remainder of the game.
    - 11.4.4.1. The team receiving a red card is responsible for \$30 per red card, to be paid by the team/player before the player returns to play, even if the players' game suspension has been upheld.
  - 11.4.5. It is the responsibility of each team to ensure a player does not participate if serving a suspension from another game. If a player participates in a game while serving a suspension from another game the game he/she participated in while suspended will be a forfeit.
- 11.5. Referee/Player Etiquette
  - 11.5.1. Referee abuse whether verbal or physical will not be tolerated and is ground for expulsion from the league. Excessive arguing with a referee may lead to a yellow or red card.
  - 11.5.2. Please refrain from using language that could be considered inappropriate or offensive. We strive to maintain a family-friendly environment where everyone feels comfortable and respected.

- 11.5.2.1. Only the captain may discuss calls with the referee unless referee specifically requests to discuss with another player.
- 11.6. Coaches, bench personnel or spectators dismissed from a game may be banned from further tournament participation upon board review. Dismissed coaches, bench personnel or spectators within “sight” or “sound” of his/her teams games(s) may be grounds for his/her team(s) being disqualified from the tournament. Therefore, dismissed players must leave the grounds. Players dismissed for violent conduct or foul/abusive language or behavior toward game officials may be banned from further tournament participation. The board of directors will determine the suspension in such cases.
- 11.7. THE BOARD OF DIRECTORS RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF A TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES, BENCH PERSONNEL AND/OR SPECTATORS CREATES A HOSTILE ATMOSPHERE IN WHICH A GAME OR GAMES CANNOT BE COMPLETED SAFELY OR ENJOYABLY.

## 12. THE SPECIFIC RULES

- 12.1. OFFSIDES: There are no offsides for 9 v 9 and under divisions.
- 12.2. TACKLING:
  - 12.2.1. SLIDING: Sliding is defined as leaving the ground with both feet.
    - 12.2.1.1. Slide tackling is not allowed, leaving both feet in order to win a ball from an opponent.
    - 12.2.1.2. Sliding to keep a ball in play or to make a clearance when no other player is around is allowed so long as it does not meet the referee’s definition of a careless or reckless action.
    - 12.2.1.3. A yellow or red card may be issued for any of the slide tackle offences.
  - 12.2.2. LUNGING: where a player leaps forward with one foot on the ground, and the other in a reaching motion is acceptable.
  - 12.2.3. Any careless or reckless tackle may be deemed as an intent to do harm, and may be deemed a cautionable offense by the referee.
- 12.3. SPOT KICKS:
  - 12.3.1. 9 v 9 and under divisions: Players must be five (5) yards from spot of a free kick anywhere on field, and outside of 10-yard box on a PK.
    - 12.3.1.1. Kick-ins and kick-offs will be treated as indirect kicks meaning that two individuals must touch the ball prior to scoring.
  - 12.3.2. 11 v 11 division: Players must be ten (10) yards from spot of a free kick anywhere on field, and outside of 18-yard box on a PK.
  - 12.3.3. Kick-ins will be used in lieu of throw-ins for placing the ball inbounds from the touchlines.

12.3.4. Kickoff touch may be played forward or backward.

12.4. GOALKEEPERS:

12.4.1. Must:

12.4.1.1. Release the ball within referee's 6-second count, or result is indirect kick for opposing team at top of 10-yard box.

12.4.1.2. Take goal kicks within the 3-yard in bounds area of goalmouth.

13. THE SPECTATOR

13.1. All spectators must take a position on the opposite side of the field from the players. Failure to provide a league official room to see the touchline may lead to a caution given to the coach/captain. Players that are not on the game roster must remain on the spectator side of the field.

13.2. Spectators are NOT to sit behind the goalie net or interfere with the goalkeeper.

13.3. Spectators must sit or stand at least one (1) yard away from the sidelines or five (5) yards behind the goal sides of the field if seating on the sidelines is not feasible. On the players' side, match officials may ask players to stand further back if their view of the field is impeded. Spectators must stay away from the field to protect themselves and the on field players from collisions, as well as to help match officials maintain sight lines of the field.

13.4. Refusal to move may result in being carded or being sent from the facility.

13.5. CASA staff as well as the referee has the authority to remove any player(s) from the field whose overindulgence of alcohol may cause injury to themselves, other players or spectators.

14. PROTESTS

14.1. Protests must be made within 15 minutes of the conclusion of the game by team captains/co-captains.

14.1.1. If an opposing team challenges a player captain/coach BASED ON AGE or BASED ON ROSTER ELIGIBILITY that player may play in that game, but the game is played under protest. After the game, that player is required to give the referee the player's name, address, phone number, birthday and sign the back of the "referee feedback" report. That team/player has until the beginning of that team's next game to provide CASA with adequate proof of age or their inclusion on the team roster respectively.

14.1.2. In the event of a protest, the referee will notify the opposing captain/coach that the game is being protested and provide the identity of the protested player(s). It is the protested captain/coach's responsibility to ensure that the player(s) meet with the referee immediately after the game

to meet the above requirements. ANY failure to do so will result in awarding the protest to the protesting team, resulting in a forfeiture win for the protesting team, and a forfeiture loss to the team that neglected the responsibility.

- 14.1.3. Any team that continues to use an ineligible player will forfeit any and all games in which that player participates. Continued infringement may also result in expulsion from CASA without refund.

14.2. Protests concerning a judgment call by a referee, rule infractions and player eligibility can be protested by filing a “referee feedback” report with the CASA board after the game along with a \$25 processing fee. The CASA board decides upon all protests, and all decisions are final.

14.3. Upon receipt of the protest/grievance, the league management will review the relevant facts and render a determination in writing to the protester within fourteen (14) days. The following items, while not exclusive, are not grievable/protestable:

- 14.3.1. CASA rules
- 14.3.2. Referee decisions

14.4. Upon receipt of the CASA board’s verdict, the protesting party has seven (7) days to respond. Corrective measures will be in place within seven (7) days of a final decision where possible.

14.5. The protesting party and respective captain/coach may attend the board meeting to discuss the incident, or schedule impromptu meeting with board.

## 15. MEDICAL INSURANCE AND LIABILITY COVERAGE

15.1. FASA will provide insurance ONLY IF injury was sustained in a legitimate game with documentation of time and description of incident from game reports. Injuries must be proven to have been without incidence for six (6) months prior to incident for coverage.

15.2. Captains and/or players should verify that injuries are documented on the match sheets before leaving the field or it may not be possible for CASA to validate the authenticity of the injury having occurred during CASA field time.

## 16. MISCELLANEOUS

16.1. IMPAIRMENT: Alcohol is prohibited at the fields. Captains will assist with: Referees and CASA board members may cancel/postpone a game due to weather. Advance notice to teams is not required, although appreciated in a timely manner when possible.

16.2. Smoking is prohibited at the fields.

16.3. Playing with unaffiliated teams: FASA, USASA, USSF and FIFA forbid playing with unaffiliated teams.



16.4. FASA Cups:

- 16.4.1. With the FASA player pass included in the player registration (\$30), players/teams can participate at FASA cups between cities. See FASA instructions on how to participate.

16.5. Team Sponsorships:

- 1.1.1. Teams are allowed to pursue their own sponsors to cover their registration fees and/or uniform costs. However, the location of any potential sponsor logos cannot interfere with the uniform numbering requirements for the league. Team naming rights and uniform advertising is entirely up to the team Captains.

- 1.1.2. It is important to note that the teams themselves are not 501(c)(3) tax exempt non-profit entities, and do not receive tax exempt charitable donation status like a CASA Sponsorship Package would.

- 1.2. **MATTERS NOT PROVIDED FOR:** Any matters that arise that are not provided for in these rules will be decided by the Board of Directors.

The rules of the competition may only be changed with ample prior notice by the CASA board during a season, and may change the in the off-seasons.