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7119 East Shea Blvd, #109-486, Scottsdale, AZ, 85254 Email: [admin@suasl.com](mailto:admin@suasl.com)

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## RULES

Any questions, contact: (480) 391-3477

**REGISTRATION:** SUASL is sanctioned by and affiliated with the United States Soccer Federation. All players must be registered and carry a player pass issued by SUASL in order to participate in league play.

A team will forfeit their game if found guilty of player pass fraud, or playing with ineligible or non-registered players. The team manager or the entire team may be suspended indefinitely if found guilty of player pass fraud.

SUASL's minimum player requirement for a team is eleven (14) players and each team may carry up to twenty-five (25) players. A player must be at least eighteen (18) years of age or older. No age limit applies to the Premiere Division. **Teams 40 and over may have up to three (3) players 38 years old for the 2005 seasons, those three players must be 39 for the season of 2006. All players must be forty by 2007 Player's must turn forty (40) during soccer season to qualify.**

All rosters must be frozen two weeks before the playoffs. Only one player may be added to the team providing it does not exceed the maximum of twenty-five (25) players. (This does not affect 30 and 40 divisions.)

All teams must be represented at each season's mandatory meeting by a team manager/representative. Failure to do so will disqualify registration entry unless a disclaimer is signed by manager/representative. Mandatory meetings provide information on due process, registrations, red cards, appeals, new procedures, issues discussed and voted upon, etc. and are the team representative's responsibility to inform each player on their team.

**Free Agents:** Free agents are players that do not have a team and enroll for free in the free agent list. Team managers can request players to complete their rosters. A maximum of 10 player names will be given to a requesting team, unless a new team will be formed with new players. Please notify office when player has been selected for your team so that player may be removed from the list.

**DUAL ROSTERING:** A player may be dual rostered when playing in any division along with the over 30 and or over 40 divisions. but may not combine any other divisions together. Please note: player will be responsible for own player pass. If lost player pays a fee of \$5.00 for a new pass.

**Team\Player\Eligibility:** Historical record with SUASL or other USSF affiliated and non-affiliated leagues will be reviewed by D&R Committee to assess registration eligibility. The league reserves the right to deny registration due to discipline problems, dangerous, and violent conduct of a player or a team that does not meet the disciplinary standards of behavior set by SUASL, including conduct on and off the field, in affiliated and non-affiliated leagues.

**NSF CHECKS:** Players with NSF checks will be taken off the team roster and a \$30.00 bad check fee will be assessed to the team. The player pass must be returned to the office immediately with payment by: a cashier's check, money order or cash. As always, no fees are to be given to field officials.

**RULE OF PLAY:** All games will be governed by the FIFA laws of soccer, with the following exception: There will be an unlimited number of substitutions allowed during a game, but no more than 3 players may enter the field all at once. Substitutions will only be allowed by permission from the referee at the following stoppages in play:

Either team may substitute, on a goal kick or a kick off. Only the team with possession of the ball at any given throw in; however, if a substitution is initiated by the team in possession, the other team may be granted a substitution with permission of the referee.

Games will start on time when at least seven (7) players are on the field. When a team is short on players, there will be a fifteen-minute grace period for the start of games. A game will be forfeited if a manager cannot field at least seven (7) players after the grace period has expired.

It is the team manager's responsibility to keep track of player passes. (Except dual rostered players.) A team that has misplaced its player passes may check in with the SUASL issued roster with proper player photo identification, (such as a driver's license.)

**UNIFORMS:** At the beginning of the season there will be a two (2) week grace period for all players to be in same color shorts, socks, and jerseys with numbers on them. It will be the responsibility of the home team to change jerseys if a conflict in color exists.

**FLIGHT DIVISION ALLOCATION AND REQUESTS:** **Champions for each division during season games and play-offs must automatically advance to the next upper division.** The bottom teams in each division must be dropped to the lower division, creating room for advancing teams. SUASL uses additional criteria based on division size, field availability and any other logistic matters in deciding team division allocation. Any team, including new teams **must try out to qualify for Premiere division.**

Division requests will be assessed based on competitive record, priority request given to existing league teams. New teams must start at the lower brackets if a spot is not available in the requested division. SUASL schedules and division allocations are final and cannot be changed.

**SCHEDULE REQUESTS:** Schedule requests are logistically and extremely difficult to accommodate. SUASL's computer generated schedules and standings have limited flexibility in scheduling a team based on specific requests. For this reason SUASL cannot guarantee or promise any specific timeslots to any team. Within these limitations, SUASL will do the best it can to accommodate team requests. No appeals or schedule changes are allowed once schedules are established.

**SCHEDULES/CANCELLATIONS:** Most games are played on Sundays, but when necessary may be played during other days as per field availability. Teams need to be aware that a forfeit will apply if team does not show to play on a scheduled game. Only the league can make schedule changes and will do so with justification affecting field logistics. All scheduled games will be played unless, cancelled due to weather and will be noted on voice message on soccer line. Game cancellations for rainy days are placed on message voicemail on S.U.A.S.L. soccer line at (480) 391-3477 starting at 6:00 a.m. Sunday mornings. The referee may decide whether to play a game based on weather conditions. **Re: Stoppage of game due to weather or other cause by referee.** Any season game that has been played 45 minutes or more will be considered a full game despite the score at the time of stoppage. Playoff games will be decided on penalty kicks only if the score is tied and after 2 ten minutes half. **When stoppage is due to a team's behavior and dangerous conduct the game is forfeited by the team causing the problem.**

If a team realizes that it will not have enough players three (3) days prior to the game it must give notification to the SUASL office at least three (3) days prior to game day. (Officials, League, and other team need to be notified.) Fees associated with cancellation of games without sufficient notice will be the responsibility of the team canceling the game.

**Returning Voicemail Messages:** Please note that messages left on voicemail are only picked up Monday – Friday.

**MAKE UP GAMES:** Only the league coordinator can reschedule games. Please note that rescheduling games are costly and very difficult to coordinate. Not having enough players to play a game is not an excuse for failure to play a game. It will result in a forfeit, when rescheduled by the league.

**FORFEITS:** A game will be forfeited if a manager cannot field at least seven (7) players after the grace period (15 minutes) has expired. Any team that forfeits two (2) or more games in one season due to lack of players, may be excluded with no registration refunds, and may be required to pay a security deposit prior to registering the following season.

**FIELD:** Do not sit on house walls at Chaparral Fields. At Chaparral Field East, please knock on door to retrieve ball if it goes over high wall. **DO NOT CLIMB ON HIGH WALL.** The resident doesn't mind retrieving the ball for you.

**INJURIES:** Please notify S.U.A.S.L.'s office at (480) 391-3477, as soon as possible, of any injuries that require medical assistance. S.U.A.S.L. has insurance through USSF. This is a secondary insurance policy available after your primary insurance company has been billed. There is a deductible and maximum, which will apply to injury.

**LEAGUE DECISIONS:** Any and all other information distributed by SUASL becomes an integral part of procedures and league standards. All other questions or rule interpretations will be decided by SUASL's Executive Board of Directors. In the event of a tie on any vote, the league president will have the deciding vote.

**DISCIPLINE AND RULES:** **SUASL's Codes of Conduct must be reviewed and signed by each player and team managers to be eligible to play and lead the team. The team's conduct and behavior is a reflection of the team manager's leadership, therefore, the team captain/manager is responsible for the conduct of the team. If a manager is found negligent in leading**

**the team according to the manager's code of conduct and league's rules, the manager will be removed from the leadership of the team, and a new manager must be assigned or elected by the team to allow the team to remain in the league.**

**Yellow Cards:** A player receiving a yellow card during the game will sit out temporarily at the referee's discretion, but no more than 10 minutes. The team may substitute during the temporary ejection. The player issued a second yellow card in the same game, it will be equal to a red card and the player will be sent off.

**Red Cards:** Any player issued a red card will be required to sit out the next game and will be issued a \$25.00 fine. The fine must be paid in order for the player to return to the team to play. The D&R committee, (Discipline and Rules Committee) will meet to review the referee's report and decide on the fate of the player's status at that time. All appeals must be made the following Wednesday at 6 p.m. at: SUASL, 8989 East Via Linda, #214B, Scottsdale, AZ 85258. (Please note: when the D&R committee is finished with business they will leave.) If a player misses the opportunity of appeal, they will have to wait until the following week and will be required to pay a \$50.00 fee to accommodate the administrative handling. However, most decisions are decided upon once. Appeals apply only to the suspension. No appeals are allowed for game outcome or referee decisions.

**Notification of Red Cards:** It is the responsibility of the player(s) and team(s) to contact the SUASL at office hours, or via telephone and or e-mail to find out about fines and game(s) suspension(s) for red card(s). The fine and game suspension report will be attached to the roster the following Sunday. All fines need to be paid at the S.U.A.S.L. office on Wednesday between 5-7 p.m. before the game weekend. Any fines not paid on time will preclude player from playing in upcoming game.

**Cumulative Cards:** Any player with four (4) yellow cards during a season will be treated like a red card and shall receive one (1) game suspension and a \$25.00 fine. The fine must be paid to the league in order for the player to return to team play. Additional yellow cards may result in probation, suspension or expulsion. Any player with two red cards in a season must pay a \$50.00 fine and may be expelled from the league, cases will be reviewed on an individual basis and the D&R Committee will use own judgement based on the severity of infractions.

**Sidelines:** All players, coaches and fans will stand or sit at least four (4) yards away from the sideline. This allows the linesman easier access down the line to do his job without interference and allows the players more room while taking throw-ins. Teams that do not comply may be penalized or the referee or league official may halt the game. Team captains/managers are responsible for sideline behavior. **Under no circumstances shall any spectators enter the soccer field during the game. Players or team managers on the sidelines may only enter the field with authorization from referee. Anyone stepping on the field without the referee's authorization shall be expelled from the league. Under some circumstances, and for safety purposes, further action may be required for any individual whose conduct threatens others.**

**ABUSIVE LANGUAGE/VERBAL ABUSE:** A player and team may be ejected from the game, suspended for game(s) or expelled from the league due to offensive language toward players, league officials, spectators or bystanders on the field and adjacent to field area where SUASL operates.

**VIOLENT CONDUCT/FIGHTING:** If a player is expelled from the game for violent or uncontrollable behavior he must leave the park or the referee will halt the game until such player is removed from the sidelines and the park. If a league official, referee and field marshal determine that a player is a threat to the safety of other players on and off the field, this player will be ejected from the game, asked to leave the park, and will be suspended according to D&R Committee criteria and SUASL rules. Repeat offenses most likely will carry a long suspension and possibly the loss of privileges of playing in the SUASL program. The above rule applies for assault on league officials, which include spitting, verbal abuse & threatening to harm.

**INDECENT EXPOSURE:** Any player found urinating, mooning, in the park or public area, or found in any similar conduct will be suspended for a number of game(s) as per SUASL rules & D&R criteria.

**HARD TACKLES/COLLISIONS/UNSAFE PLAY:** SUASL is an amateur league, therefore, the FIFA rules applicable to serious foul play in the professional ranks are enhanced in the amateur divisions to protect the safety of players, reduce injuries and promote longevity of players in the game. The following rules have been modified and adopted:

1. Slide Tackles are allowed as long as the intent is to play the ball and while aiming at the ball player uses safety not to injure other players. **Slide tackling is NOT allowed in the over 40 divisions.**
2. Tackles from behind are not allowed.
3. Tackles with cleats up toward a player are not allowed.
4. Hard contact with a player shielding the ball is not allowed and subject to foul call even in advantage situations, yellow card may be shown.
5. Airballs. A player in the air taken down by a player on the ground is a serious foul play and requires immediate ejection.