

## INFORMATION AND GAME DAY PROCEDURES

### 7v7

- All games are 30-minute halves.
- Teams will have a roster with photos at each match.
- Players may play a maximum of two games on a weekend.
- 9U and 10U can sub at any time.
- No punting or heading in the 9U and 10U age group.
- 7v7 games will use the midfield line as the build out line.
- The ball is live on goal kicks as soon as it is played by the attacking team.
- Slide tackling is not allowed in 7v7 games.
- The clock will run during water breaks.
- Players may come off the field during water breaks.
- In lopsided matches, teams may add players at any stoppage of play after notifying the referee.
- Teams must notify the League Administrator and opposing team of any field closures.

### 9v9

- All games are 30-minute halves.
- Teams will have a roster with photos at each match.
- Players may play a maximum of two games on a weekend.
- Punting is allowed in 11U and 12U games.
- Heading is not allowed.
- 9v9 games will use the normal offsides rule.
- The ball is live on goal kicks as soon as it is played by the attacking team.
- 11U and 12U can sub with the referee's permission.
- The clock will run during water breaks.
- Players may come off the field during water breaks.
- In lopsided matches, teams may add players at any stoppage of play after notifying the referee.
- Teams must notify the League Administrator and opposing team of any field closures.

# D - League

## Rosters

- Teams will provide a game-day roster with photos to the referee prior to the start of each match.  
The game-day roster can be a Gotsport match roster with photos or a Gotsport player pool printout with photos.  
If using a pool printout, participating players should be highlighted.  
The coach and manager must be on the game-day roster or player pool printout from Gotsport and/or have a current USYS coach pass.
- The coach/manager will collect the signed game-day roster at the end of the match from the referee.
- The coach/manager will retain the signed game-day roster for 30 days after the last match of the season.
- The coach/manager will provide a signed game-day roster to AL Soccer if such a roster is requested.
- The coach/manager of the winning team is required to enter scores into the Gotsport system. Failure to report scores will result in a \$75.00 fee.

## Referee Fees

- 7v7 - \$40 per game.
- 9v9 - \$50 per game.
- Fees are payable in cash, ½ from each team. Fees will be paid to the referee at the match.

## Scoring

- The winning team is required post the score in the Gotsport system immediately following the game. Scores will not be visible to the public.

Click on the link for 'How to Enter Scores from Public Page'  
<https://gotsport.zendesk.com/hc/en-us/articles/360053705453-How-to-enter-score-from-public-page>

You can also enter scores from your Gotsport Team page.

<https://gotsport.zendesk.com/hc/en-us/articles/360053699153-How-to-Enter-Upload-a-Score-from-a-Team-Account>

- Failure to report a score will result in a \$75.00 fee.
- No team should win by more than 6 goals.
- In lopsided matches, teams may add players at any stoppage after notifying the referee.

# D - League

## Rescheduling

All rescheduling must be submitted on a D-league rescheduling form.

1. Rained-out matches – must be rescheduled within 24 hours of the rainout. There is no charge to reschedule.
2. Matches rescheduled more than 8 days prior to the originally scheduled match will be charged \$75 for the reschedule.
3. Matches rescheduled less than 8 days prior to the originally scheduled match will be charged \$125 for the reschedule. This fee may be waived in case of an emergency.

## Rain and/or Field Closures

If a complex closes or your game is cancelled due to weather, contact the League Administrator at [Sharron@alsoccer.org](mailto:Sharron@alsoccer.org). The Administrator will notify the D-league Referee Coordinator to cancel referees. If you do not contact the League Administrator and referees are not notified, your team will be responsible for the referee fees. The fee will be charged to your club account by AL Soccer.

You must also contact your opponent immediately with the information. It is up to you to notify your opponent of the closure.

To contact your opponent, in Gotsport click on the event, schedule, and then Chat next to your game. You can also go to the public schedule, click on your game, then on the opposing team. Then click View Contact Information.

## Fines

- Fines may be levied against clubs that have repeated blowouts, egregious sideline behavior, a score line greater than a 10-goal differential or change or cancel one of their listed match days.
- The League Administrator and ASA Technical Committee will have final decisions for all fines based on ASA General Meeting Guidelines and Rules, USYS Code of Conduct.
- Games cancelled without approval will result in a fine of \$100.
- Match rescheduling fee is \$75 or \$125, depending on the timing of the reschedule.
- Failure to enter a match score will result in a \$75. fee for the 2<sup>nd</sup> or more failure to report.

**Any matter not covered by these procedures will be decided by the League Administrator and Technical Committee. AL Soccer rules will apply. Decisions of the D-league are final.**