

## OCASL@TASL RULES OF PLAY

In most cases, OCASL@TASL adheres to the Laws of the Game according to FIFA. TASL Rules and Supplemental Policies which complement the FIFA Laws of the Game also apply, with the exceptions as noted below. Supplements or deviations from FIFA or TASL rules are necessary to make play safer or more suitable for the recreational (competitive but not aggressive) player. It is every player's responsibility to understand the Laws of the Game and the Rules and Policies specific to participation.

**Divisions of Play:** All divisions of play are open. All players must be at least 18 years of age.

- Over 30 is an 8 vs 8 format and teams must roster a minimum of 12 players.
- Over 40 (Anderson) is an 8 vs 8 format and teams must roster a minimum of 12 players.
- Open Recreation is an 11 vs 11 format and teams must roster a minimum of 20 players.
- Over 50 Pickup play is open to any player that is 50 years of age (male); 40 years of age (female).

Any team that has not met the minimum roster requirement ten (10) days before the first game of their season, with 2 days' notice from the office, may have free agents added by the league to their team roster without further consultation with the team captains.

### **8 vs 8 DIVISIONS: 7 players plus goalkeeper**

- Played on a smaller field.
- 80-minute game, one center referee.
- No slide tackles. No offsides.
- No attacking/offensive player may enter the crease/six-yard box around the goal at any point, including on corner kicks. Contact with the ball must be completed prior to the ball touching the crease line (must not touch). The benefit of the doubt is with the defending team. Restart is a free kick for the defending team.
- An Over 30 team may use a goalkeeper of any age (18 years and older). Female players may be 20 years or turning 20 years of age within the season of play.
- An Over 40 team may use a goalkeeper that is 30 years of age and older. Female players may be 30 years of age or turning 30 years of age within the season of play.
- Age requirements apply to guest players as well.
- A team with fewer than 6 full time players at game time must forfeit the game. The result will be recorded as a 3-0 loss. Multiple team forfeits within the same season may result in team fines or disciplinary action at the league's discretion.
- See additional League Rules below for further details.

### **OPEN RECREATIONAL DIVISION: 10 players plus goalkeeper**

- Played on a full-size field with regular goals.
- 90-minute game, three referees.
- No slide tackles.
- A team can use any available rostered keeper as long as they appear on the roster.
- A team with fewer than 8 full time players at game time must forfeit the game. The result will be recorded as a 3-0 loss. Multiple team forfeits within the same season may result in team fines or disciplinary action at the league's discretion.
- See additional League Rules below for further details.

## **OCASL@TASL LEAGUE RULES:**

Shin guards are mandatory for all players. All players must be at least 18 years of age to play.

A player may not register for two teams in the same division of play without the agreement of both team captains, and it is subject to approval by the league.

The initials IFK mean that play is restarted by an indirect free kick. DFK means that play is restarted with a direct free kick. If a DFK foul occurs in a player's penalty area, then the restart is a penalty kick.

Any player issued a yellow card (YC), at the referee's discretion, may be asked by the referee to cool off on the sideline for five minutes (or any greater amount of time decided upon by the referee). The player may be substituted for during this time.

Any player issued a red card (RC) must leave the premises (out of sight) for the remainder of the game. That player may NOT be substituted for. The player is subject to further discipline which may include a one game suspension or multiple game suspensions for more serious behavior up to being banned from additional games.

### **Substitutions**

Substitutions are unlimited, meaning that a team is not limited to 3 per game.

Substitutions are allowed by either team at the beginning of either half, after any goal scored, or after the ball goes out for a goal kick. If play is stopped for any reason, an injured player may be substituted.

If a team substitutes on its throw-in, then both teams may sub.

Substitutions are not allowed when play is stopped for a free kick (IFK or DFK) nor for corner kicks, nor for penalty kicks, except in case of an injury.

The referee may allow substitutions outside of these guidelines to maintain fairness, and to ensure player safety.

### **Contact, Dangerous Play and Slide Tackles**

*Slide tackling of an opponent is not allowed, even if there is no contact with the opponent.* A slide tackle that results in contact with the opponent, or that causes the opponent to go to ground to avoid contact is restarted by a DFK. If no contact results (for instance if the opponent leaps cleanly over the tackle) the restart is IFK. As with all calls, the referee may decide to allow play to continue if it is advantageous to the fouled team.

The following plays, pertaining to sliding, not slide tackling, are legal:

- Sliding for the ball when there are no other players within your horizontal body length.
- A goalie sliding for the ball, even if feet first, so long as the goalie's intention is to catch or smother the ball.
- Reaching for the ball but unintentionally slipping due to field conditions, etc.

Overly aggressive contact is not allowed. Play that might be legal in USSF, but that harms another player or might be expected to harm another player is not allowed. Even if a player touches the ball first, or wins the ball, it is not permissible to do so in an overly aggressive manner. Restart is a DFK if contact is made (or if the aggression results in the opponent going to ground), while it is an IFK if no contact is made.

## **Goalkeeper**

Goalkeeper safety is of vital importance in all divisions of play. Contact initiated by an attacker with the keeper is prohibited (DFK). If the keeper has sustained contact with the ball, then he or she is assumed to have control of the ball and may not be challenged (DFK). If the keeper drops the ball, or loses contact, then an attacker may play the ball, though the attacker must take care to avoid potential injury to the keeper.

Any foul committed by a player against the opposing goalkeeper is further penalized by a yellow card for unsporting behavior.

No attacking/offensive player, in 8 vs 8 format, may enter the crease/six-yard box around the goal at any point, including on corner kicks. Contact with the ball must be completed prior to the ball touching the crease line (must not touch). The benefit of the doubt is with the defending team. Restart is free kick for defending team.

## **Sportsmanship**

Respect the referee. They are there to keep everyone safe and to make good calls. They have a different view of the play than you and will see things that you can't. If you disagree with a call, keep it to yourself.

Don't criticize the referee, and don't incite others to do so. The referees are observed by the league on a regular basis and problems with individual referees are dealt with by the league. If you are upset about a call, substitute yourself out of the game, and cool off until your perspective returns. Any feedback on the referees should be emailed to [ocasl@tasl.us](mailto:ocasl@tasl.us).

Respect the other players, including both your teammates and your opponents. Avoiding an injury is more important than scoring a goal. Congratulate an opponent after they make a good play. Don't taunt the opponents. Help keep your teammates in line, too.

Every player deserves the opportunity for equal playing time. Team captains should help ensure that players get their fair share. Equal playing time may be across the whole team, or by position. If a player chooses to play for less time, that's their choice, of course. The skill level of a player should not be a factor in determining playing time.

Administrators, referees, and players in OCASL@TASL respect diversity, and the league supports the rights of all players, regardless of race, gender, ethnicity, sexual orientation, nationality, citizenship status, age, or religion. Offensive statements have no place on the field and the league will investigate all instances and sanction those responsible whether they were issued a card or not.

## **Discipline**

The designated captain may ask the referee for an explanation of any call. The captain is expected to assist the referee in maintaining appropriate play and is encouraged to substitute for any player who seems to be losing their temper.

No player may criticize the referee (YC - IFK).

Two yellow cards in a match will result in a red card and expulsion of the player from the game and will result in additional sanctions.

The red carded player is required to leave the field, out of sight, before the game resumes. The team must then play down a player.

The referee will submit a report to the league with the details of the issuance of a red card. The player must sit out at least the next game. Additional sanctions are given for serious penalties, and the player may be sanctioned for more than one game. The office may request additional information from the player and the team captains of the match. The office will notify the team captain and the red carded player via email of the sanction for the red card. Officials are notified when a player is required to sit out a game.

### **Game Schedule, Standings and Point System**

At the end of the season, a champion is declared based on division standings.

The Point System is meant to provide a uniform way for all playing divisions to determine season standings. Points are awarded as follows:

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

In the event of a tie within the standings, the following will be used as the tie breakers, in order:

- Head-to-head competition between tied teams
- Goal differential (up to 3 per game)
- Least goals allowed
- Most shut outs (win or tie)

In addition to the Point System Rules, TASL has implemented a Maximum Goal Differential Recording Policy to discourage teams from running up the score on their opponent and to encourage good sportsmanship and fair play. *All official game scores recorded in the seasonal standings will not exceed an eight (8) goal differential.*

The game will be played in its entirety. The actual score will be reported to TASL by the official.

TASL will adjust the score as necessary to assure a maximum goal differential of eight (8) goals based upon the number of goals scored by the losing team. For example, if the score of the game is 10-0, the score will be reported as 8-0.

### **Guest Players**

Additional players may join a team on a temporary basis (guest player) per the specific criteria listed below:

8 vs 8 teams must have a minimum of 12 full-time registered players, and 11 vs 11 teams must have a minimum of 20 full-time registered players on the team *before* a guest player can be added.

A guest player is any player that is not currently rostered to the team as a full-time player for the season. A guest player may be new to the league or may be rostered to a different team. All guest players must appear on the team's roster as a Guest Player for a specific date or they are not allowed to play.

Any player that is rostered to a top four (4) team in the standings is not allowed to be a guest player with any of the other top four (4) teams in the division.

Any player that is not regularly rostered to a team must choose one (1) team per division in which they will be a guest player unless an exception is approved by the league.

Team Captains must be committed to following the intent of using additional players. The first commitment is to the regularly rostered players on a team. Team Captains should agree to only add players to avoid a forfeit when the team cannot field a roster of their normal players, or to try out a player that is thinking about joining the team.

The intent of additional players is NOT to add the best player to win a game against your opponent.

Players are not allowed to skip a game with their primary team to guest play for another team unless both team captains agree and notify the office.

Guest players are limited to 3 games per team per season.

The referee is responsible for assuring all players are currently registered with the league and showing on the game day roster. Any player may be asked for their ID or player pass if there is a question. Any player not shown on the roster is not eligible to play.

A player may not participate as a guest on the same day in which that player is serving a red card suspension in any match.

A guest player that receives a red card will serve their suspension(s) as follows: a one game suspension equals one week without participating as a guest in any match, a two-game suspension equals two weeks without participating as a guest, etc.

### **GUEST PLAYER FEES**

A guest player will pay a game day fee prior to each game they play.

A guest player that does not have a current, valid NCASA player pass must also pay the \$30 state fee upon registration.

A "try out" guest player that is trying to decide if they want to join a team may pay the \$30 state fee only and may play one time with a team. This fee will cover insurance for affiliated leagues and tournament play for the calendar year. If they decide to join the team, they may register and pay the league fee or the guest player fee for additional games.

Game Day Fees may be transferred to a future game within the same season if a game is cancelled but they cannot be used in subsequent seasons.

### **ILLEGAL PLAYERS**

TASL requires all players to be currently registered and paid and appear on the New Printable Roster before playing in a match.

An illegal player is defined as any player that does not appear on your team's TASL roster for that game.

A player that falsifies information during registration about their date of birth to enable them to be eligible for a playing division is an illegal player. The team will be subject to illegal player sanctions.

Any player that falsifies information about their date of birth is immediately suspended from all teams and will not be eligible to return to play for any team for a period of no less than six (6) months.

Examples of an illegal player: a player that was rostered on your team last season or last year; a player that may join your team next week; a guest player that has not paid their game day fee or does not appear on the roster; a player that plays on another team; a player that played the game before and wants to hop on another game but is not on the roster.

The referee crews are instructed to check your team's rosters before the match begins. They may check a roster any time throughout the game if there is a question of an illegal player.

All players must be registered and covered under insurance BEFORE they step onto the field, or they negate the insurance for everyone. If a non-registered player is found playing for your team, they will be considered an Illegal Player, and the team will forfeit the match. If this occurs again, the team will forfeit the match and will be subject to the following sanctions.

A team in violation of this policy is subject to the following sanctions if it is confirmed that an illegal player has participated in any of their TASL matches:

- The team score for the match shall reflect the game as a 3 - 0 loss.
- The team standings will reflect a 3-point deduction in points.
- The team, via the Team Captain, will be assessed a \$100 Illegal Player Fine.
- The Illegal player and Team Captain will automatically receive a 3-game suspension.

### **FORFEITS**

Teams that do not show up to their scheduled match or do not have the minimum number of players required to field a team will forfeit the game with the score reported as a 0 - 3 loss.

If for any reason your team is not going to show up for a game:

1. Contact the other Team Captain immediately. We do not want a team showing up for no reason.
2. Notify the office of any forfeits by 5pm weekdays.
3. On the weekend, notify the league administrator of the forfeit as soon as possible so that the officials can be informed.

We understand that things come up unexpectedly and an occasional forfeit may occur, but teams that forfeit more than one game in a season may be subject to fines or sanctions by the league.

### **MATCH TERMINATION POLICY**

A team that is responsible for the early termination of a match due to behavior issues or safety concerns for the players, teams, referees, or spectators or failure to follow the league's rules will be fined \$100. The fine must be paid before the team's next game to be eligible to continue to participate in the league. The match will be a forfeit for the team causing the early termination. The team may also be subject to the Team Sanctioning Policy.