

## EASTERN AREA SOCCER LEAGUE OUTDOOR 2009 RULES

1. The Eastern Area Soccer League will operate in the following boys & girls divisions: U8, U10, U12, U14, U16 & U18. Each individual recreation council will decide on which divisions they will participate in.
  - A. Age determination date: August 1st.
  - B. Divisions: All teams will play in the same division in all age groups. Teams need to be picked as evenly as possible. "If a council participating in the EASL loads teams up with players that are or have been in other travel/club leagues, the council will be brought before the EASL executive committee for probable removal from league".
  - C. Time duration for each age group:

Under 8	(4) 12 minute quarters	Total game time = 55 minutes
Under 10	(2) 25 minute halves	Total game time = 55 minutes
Under 12	(2) 30 minute halves	Total game time = 65 minutes
Under 14	(2) 30 minute halves	Total game time = 65 minutes
Under 16	(2) 35 minute halves	Total game time = 75 minutes
Under 18	(2) 35 minute halves	Total game time = 75 minutes

\*\* There will be a 5-minute maximum break at half time\*\*
2. Registrations: Each participating recreation council will handle their own registrations, fundraisers, and in house award ceremonies. All participating rec. councils need to have players and parents fill out a "CODE OF CONDUCT" and waiver form per the Eastern Area Director.
3. Referees: Paid officials will be used for all league and tournament games. If a paid official does not show up, a volunteer 21 years or older may officiate – provided both teams agree.
  - A. The following number of official's will be used at each game:  
U8 - 1 Probationary Official {Which will be decided by the Official Coordinator}  
U10, U12, U14, U16 & U18 – 2 Official's  
Officials Fees will be: U8 - \$10 per team to the probationary official.  
U10 - \$20 per team  
U12 thru 18 - \$25 per team
  - B. The official is in charge of the game. He has control from the time he arrives on the field until the time he leaves the premises, including the time before kickoff, half time, and after the game is over.
  - C. The officials use red and yellow cards to communicate to players, coaches, and spectators. The definitions of the cards are as follows:  
  
Yellow card - indicates that a player has been cautioned & removed from game play. A substitute can be put into the game in the removed players place. The removed player can go back into the game on the next substitution. If a player is shown a second yellow card, the player is removed from the game and not replaced and will serve that game plus a "1" game suspension. A player/coach receiving a yellow card must be noted by the referee and recorded by the EASL Board for any future disciplinary action.

**Red card** - indicates that a player is removed from the game, not to be replaced. Any player or coach ejected from a game (red carded) for misconduct or use of foul or abusive language shall be suspended for “2” games. Once “Red Carded” the coach or player has to leave the field immediately and go to the parking lot and may not re-enter or participate on any of the EASL fields until “2” of their regularly scheduled EASL games have transpired/been played. This information will be forwarded to the EASL Official Coordinator for follow up. Red Cards stand as is, there will be no exceptions. The EASL Officials are Trained and USSF Certified.

- D. The fans/parents must be on or even with the bleachers when watching games between the 18 yard lines. They must never approach the coach’s box during or after game play. It is the coach’s responsibility to control their team’s parents and fans. Failure to do so could result in the coach being carded.
- E. Since paid officials are being used, it is very important that the home recreation council chairperson notify EASL official coordinator {Greg Barber} 2 hours prior to the game if there is a cancellation. Once a cancellation is made, all remaining games for that day at that site are cancelled. Home recreation council is responsible for calling the opposing league representatives as soon as possible to notify them of cancellations. Field playing conditions will only be determined by either the full time staff members, paid leaders or designated EASL representatives assigned to the fields and not by the officials, team managers, or coaches. But, once the game has started, the on site official/officials will make game cancellation decisions. Once ½ of the game is played, the game will be credited as a full game. Unplayable conditions of the field or lightning/thunder will be the only reasons to postpone games. In case of thunder/lightning, players & coaches must go to their cars and wait for 30 minutes before the game will resume. If lightning/thunder occurs twice in 30 minutes then the game/games are cancelled. If the game is not considered an official game and it affects the outcome of the EASL standings, it will be rescheduled and started where it left off. If possible, the same officials will come back and will not get paid since they already received payment.
4. The home team is responsible for uniform change in case of conflict. The home team is also responsible for rescheduling games after clearing of the field {Weather related} with the scheduling coordinator (Joy Gain). Once a field is available and both teams agree to a date, the official can be scheduled. There must at least be 24 hours notice.
5. **Standings:**  
The season will start on Friday, September 11th, 2009 and will consist of 8 – 10 games for each team. Games will be based on a “Point System”. Wins = 3 points, ties = 1 point & Loss = 0 points. In case of a tie for league standings, the following tiebreaker will apply: 1<sup>st</sup> – head to head competition & 2<sup>nd</sup> – total league goal differential. The maximum number of goal differential that will be credited is “4” goals per game. Each Council will decide how they will forward winning team’s scores to *Mark Fletcher*. Scores are preferred by E-mail to Mark at [scores@easlsoccer.com](mailto:scores@easlsoccer.com) or [bcfdems5@comcast.net](mailto:bcfdems5@comcast.net) or if no Internet access is available call Mark at 410-908-6716, Mark will then post the scores/standings on the EASL website at [www.easlsoccer.com](http://www.easlsoccer.com) The winning team scores need to be to Mark Fletcher by

the Monday night at 9 pm following the game played or the team will be given a loss. In case of tie games, both teams will need to get the scores in to Mark. If games are cancelled due to inclement weather and can not be made up, then the standings will be based on a percentage basis.

6. In order to encourage fair competition and deter coaches from running up the score on an opponent, any team which wins by > 8 goals will result in the winning coach being warned by his/her Council's Commissioner for the 1<sup>st</sup> infraction. A 2<sup>nd</sup> infraction will result in the Coach being given a warning by his/her Council's Commissioner and the infraction will be reported to the EASL Board. A 3<sup>rd</sup> infraction will result in the Coach being suspended for "1" game by the EASL Board and the Coach's Council.
7. End of season tournament: Standings will be kept and a single game elimination tournament will be held at the end of the season.
8. Team rosters should be limited to no more than 18 players for all 11 v 11 age groups and 14 for all 7 v 7 age groups. Teams are REQUIRED to play all players at least one half of the game. All players on rosters must play regular season games to be eligible for tournament play. You can not carry players on your rosters that do not play during the season. There are some exceptions such as an injury. Reminder: If a player is not included on your roster ,that player will not be eligible for tournament play.
9. Players can only play for one team/one age bracket in the EASL {Unless the individual council brings case before EASL board}. Players can only play up an age group, but not down.
10. Unless otherwise noted herein, all divisions of the 2009 Eastern Area Soccer League will be governed by the current USSF Soccer Law and/or rules printed herein only in the event of a conflict.
11. Forfeit time will be fifteen (15) minutes after the regular scheduled time. U12, U14, U16 & U18 teams having at least seven (7) players must start the game at the regularly scheduled time. If you have less than seven (7) players, you forfeit the game. U8 & U10 teams having at least five (5) players must start the game at the regularly scheduled time. If you have less than five (5) players, you forfeit the game. The opponent will start the game with 11 players if available. After start of game, the opposing coach is encouraged to remove players to make game even. Any team having to forfeit will take a loss for that game.
12. A coach found to flagrantly field an illegal (over age) player will be suspended for one year from date of the infraction from the Eastern Area Soccer League.
13. Games under lights will be scheduled and administered equally between all councils in the EASL. There will be no preferential treatment to any team or council when scheduling or making up games. The Schedule Coordinator (Joy Gain) will monitor and schedule make up games, or scrimmages following the above guide lines trying to be as fair as possible.
14. Team Guarantee Bond Fees: Fee will be \$200.00 for boys teams per council & \$200.00 for girls teams per council. Whether it is "1" team or "20" teams, the fee is the same. All councils that participate in the EASL will pay these fees on or before August 6<sup>th</sup>. These fees will be held in the EASL account until the end of season. Any council not turning in the fees by August 14<sup>th</sup> will sacrifice having any teams put on the schedule for games in the EASL for that season. Councils will also turn in the number of teams in each gender and age

bracket to the schedule coordinator by August 6<sup>th</sup>. If a council fails to do so, their teams will not be put on the EASL schedule. If a rec. council removes or adds a team after submitting them on August 14<sup>th</sup>, then that rec. council will forfeit their “Team Guarantee Bond Fees” in that gender group and their fees will go into the EASL account permanently. Example: if a recreation council drops or adds a team to the U12 girl’s schedule after August 6<sup>th</sup>, 2009, then that rec. council will forfeit their \$200.00 from their girls team guarantee bond fees to the EASL account, their fees will stay in the EASL account and will not be given back at the end of the season. If all rules are followed, then the council will get their Team Guarantee Bond Fees back at the end of the season. Fees will be paid back by the last EASL meeting of the season.

15. **Rosters:** All Councils will turn team rosters, a week before your first game, to the Schedule Coordinator. if rosters are not turned in, then the Council affected will sacrifice their Team Guarantee Bond Fee. The rosters will consist of the player’s name, birth date and phone number. The rosters must also have the coaches’ name and phone number - this is very important for league game cancellations. Any additions and deletions to the roster can be made up to the September EASL leadership meeting {3<sup>rd</sup> Tuesday of September}. Final rosters will have to be turned in to the Schedule Coordinator at or before the September EASL leadership meeting {3<sup>rd</sup> Tuesday of September}. If final rosters are not turned in by the September EASL leadership meeting, then the affected council will lose their Team Guarantee Bond Fees for that gender or genders and their teams will not be eligible for league tournament play. A player cannot play until they are added to a roster. If a team is caught playing with any player that is not on the roster, the team will forfeit any games that player played on the team and the team will not be eligible to participate in the end of season league tournament. “Championship Games Only” Team Rosters will be available to Officials for Coaches to appeal in case of players being added to teams without being on rosters. Appealing coaches will need to notify the Officials at the end of the game prior to team’s handshake with the player/players jersey number/numbers of the team in question. The Officials will ask the Coach and team that are being appealed to not leave the field until the rosters are verified. The Official will point out the players in question and ask the player/players their name/names. Once documenting the player’s names, the official will get the teams final roster and verify if players are on the roster or not. If player/players are found not to be on team’s roster, then the team will automatically be disqualified for the championship. Coaches need to verify their rosters with their council representatives to make sure rosters are correct before the final roster deadline which is the date of the September Leadership meeting, just in case players were added to their team’s roster after the roster was initially turned in to the Schedule Coordinator {Joy Gain}. There will be no exception
16. **EASL Patch:** All council U8 – U18 players in the EASL will wear an EASL patch on their jersey on either of their sleeves. If a council’s team/teams does not wear the patch on their jersey sleeve than the council will forfeit their “Team Guarantee Bond Fees” to the EASL account.
17. **Scheduling:**
  - A. Once a game is scheduled, the game will be played, no rescheduling will be made, except for league cancellations due to weather or catastrophic disasters.
  - B. Once a game is scheduled, the game will be played on the field that is designated on the schedule. There are no exceptions, unless approved by the EASL Board ahead

of time, or due to an unforeseen problem or condition of a field that would make game conditions unplayable or put the safety of the players at risk.

- C. Every boy/girl in the EASL should be given a schedule. It is the responsibility of each individual program to make sure this happens. Do not depend solely on the EASL website for scheduling information!!
18. Teams must have an adult coach 21 years or older to play or continue a game.
  19. Players are prohibited from playing with hard casts (even if padded), hair beads, earrings, or any jewelry. The only exception to this rule will be a medical alert necklace (which needs to be taped to the child's chest under their jersey.)
  20. The Baltimore County Department of Recreation and Parks and its affiliated council's encourage players to register for their local program.
  21. Forfeit fee - A forfeiting team will be responsible for the entire game official's fees – providing the opposing team is present and prepared to play. If a team forfeits and there is no one available to pay the referees from that council, the referees will then put in a request to get their pay from the council's commissioner of the forfeiting team.
  22. Field Sizes: U8 - U10 games - 220' x 140' approximate field  
U12 - U18 games - 324' x 172' approximate field
  23. Field Director: Each site in which EASL games are being played will have a field director on site. The field director will have a copy of the League Rules on site and will make any decisions that the referees can't make during games.
  24. Each team & coaches will line up on opposite sides of the playing field for the entire game duration. Parents need to be on the same side of the field as their child. First team to arrive on field gets choice of side. This means that at no time during the game, will coaches from both teams be on the same sideline. This rule was added to prevent heated discussions between team's coaches and deter them from being at arms reach during games.

## EASL GAME RULES

1. The game ball will be the following size:  
U8, U10, & U12 will use a #4 ball.  
U14, U16 & U18 will use a #5 ball.
2. Players equipment:
  - A. Players must wear a jersey, shin guards {sized for age}, socks and shoes. The shoes cannot be baseball cleats, with a single cleat at the toe of the shoe. Socks must cover shin guards.
  - B. The goalie jersey must be different from all other players and from the referees.
  - C. Nothing can be worn which is considered dangerous to another player (ex. ear Rings, chains, belts, etc.

**\*THE ABOVE EQUIPMENT RULES WILL BE ENFORCED, FAILURE TO ABIDE WILL RESULT IN THE VIOLATOR NOT BEING ALLOWED TO PLAY THE GAME\***

3. **Start of Play:** The game is started at midfield at the beginning of the game, after a goal is made, and after halftime. The ball must be kicked forward, and must travel its circumference before it can be played again. The ball must roll forward and cannot be touched twice consecutively by the same player.
4. **Scoring:** The ball must be completely over the goal line between the posts, and under the crossbar.
5. **Offsides:**
  - A. A player should not be ahead of the ball when the ball is played in his direction unless he/she has 2 opponents ahead of them.
  - B. A player cannot be offsides if he/she is on their own half of the field, or if he/she receives the ball from a throw in, goal kick, or corner kick.
  - C. A player cannot be offsides if a player from the other team plays it to you.
  - D. Offsides is judged at the moment the ball is played.
6. **Goalkeepers:**
  - A. May not touch the ball with their hands when a teammate has last kicked it, unless the teammate miskicks or involuntarily deflects the ball during play.
  - B. Are allowed to use their hands and arms to play the ball within the penalty box only.
7. **Free Kicks:**
  - A. The ball must be placed at the point of the infraction.
  - B. The ball must not be rolling.
  - C. The ball must travel its circumference before it is considered “in play”.
  - D. Free kicks for the defending team may be taken from any place in the goal area.
8. **Penalty Kicks:**
  - A. A Penalty kick is taken from the penalty spot (12 yards from the center of the goal- Large fields) (10 yards from the center of the goal – Small fields)
  - B. When the kick is taken, all players except the goalie and the kicker must be outside the penalty area.
9. **Goal Kicks:**
  - A. If the attacking team last touches the ball before it goes over the goal line, the defensive team takes a goal kick.
  - B. Goal kicks may be taken from anywhere on the 6-yard line.
10. **Corner Kicks:**
  - A. If the defensive team last touched the ball, over the goal line, the attacking team takes a corner kick from the closer corner.

11. Substitutions will be allowed on the following times:

- A. On goal kicks.
- B. Possession of throw in.
- C. After a goal is scored.
- D. At halftime.
- E. For an injured player, opposing team may also substitute on a 1 for 1 basis.
- F. For a player receiving a caution (yellow card), opposing team may also substitute on a 1 for 1 basis.
- G. Substitutions for Under 8 may be made on any dead ball situation.  
No substitutions for an ejected (red card) player. U12 - U18 teams may finish a game with a minimum of (7) players. U8 – U10 Teams may finish with a minimum of (5) players. Anything less and the game is awarded to their opponent by default.

12. Overtime:

- A. **Regular season:** If there is a tie, then the game will be ruled a tie. Both teams will receive 1 point each. In a tournament game, if the game ends in a tie, The 2 teams will advance to a “Golden Goal” overtime. The 2 teams will play up to 2 five {5} minute periods if needed, **“the 1<sup>st</sup> team to get a goal wins”**. If the score is still tied after the 2 five { 5} minute periods, then the 2 teams go into a “Penalty Kick” round. The coach from each team will pick 5 players that were playing on the field at the end of the overtime round to shoot out. If after the 1<sup>st</sup> round there is still a tie, then the coaches will continue to choose 1 player at a time to shoot, using players that were on the field at the end of the overtime first, then going to the bench. Once the coaches have used everyone on the team, they will start AT the beginning of the order of the players that began the shoot out. The coaches must keep the players in order and use the entire team, everyone shooting the same number of times, until a winning team is established.
- B. **Championship games only** – The teams will play two 5 minute periods. If there still is not a winner, the teams will then remove 1 player on 7 v 7 or 2 players on 11 v 11 and play a 3<sup>rd</sup> five minute period for a golden goal. Then if there is still no winner, then the teams will remove 1 player on 7 v 7 or 2 players on 11 v 11 and play a 4<sup>th</sup> five minute period for a golden goal. After the 4<sup>th</sup> period, if the score is still tied, then game will be deemed complete and awards will be distributed as Co-Champions to both teams involved.

13. Slide Tackles:

- A. Age brackets U8 – U14 --- Slide tackles are NOT allowed during the games in the EASL unless performed by a “goalie” who is going for the ball. If a player other than a goalie performs a slide tackle during a game, then depending on the intent of the slide tackle, the referee will give out a yellow card the first time. If the intent was to harm another player, then the referees will use their judgment and issue a red card.
- B. Age bracket U16 & U18 only – Slide tackles {Only from the sides and front} will be allowed on a trial basis. If slide tackling is abused and gets out of hand at any time during the season, the EASL rules will be revised and slide tackling will not be allowed. Slide tackling from the rear is not allowed and will be a “Red Card” offense.