

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 coed. 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 18 players.
- Pickup play is open to any player that registers or is currently rostered on a team.

8 vs 8 DIVISIONS: 7 players plus goalkeeper

- Played on a small field with small goals.
- One center referee.
- No slide tackles. No offsides.
- No attacking/offensive player may enter the crease/six-yard box around the goal, including on corner kicks. Restart is free kick for defending team.
- An Over 30 team may use a goalkeeper of any age (18 years and older).
- An Over 40 team may use a goalkeeper that is 30 years of age and older. Female players may be 30 years of age.
- A team with fewer than 5 players at game time must forfeit the game. At this point, they may bring in any registered player and play for fun with referees. The result will be recorded as a 3-0 loss.
- See "Recreational League Rules" below for further info.

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 keeper.
- A team with fewer than 7 players at game time must forfeit the game. At this point, they may bring in any registered player and play for fun with referees. The result will be recorded as a 3-0 loss.

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 during this time.

Any player issued a red card (RC) must leave the premises 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 goal keeper is further penalized by a yellow card for unsporting behavior.

For the 8 vs 8 format: No attacking/offensive player may enter the crease/six-yard box around the goal, including on corner kicks. 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 really 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.

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.

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.

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)

Guest Players, Rosters, Forfeits, etc.

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 18 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.

Team Captains must be committed to follow 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.

Guest players that wish to "tryout" for a team may register for a one-time fee of \$30 to purchase the NCASA pass. This pass will cover them for insurance for affiliated leagues and tournament play for the calendar year. This fee will not have to be paid again if they join a team within the calendar year.

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.

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

A "try out" guest player wishing to play for a team may pay the state fee only and play one time with a team to decide if they want to join.

All other guest players will pay a \$5 Game Day Fee prior to each game they play.

Game Day Fees may be transferred to a future game within the same season if a game is cancelled.

FORFEITS

If you are unable to field a team because you cannot meet the player requirements, the team may forfeit the game and play for fun with referees. A forfeited game can be played with the registered players available. The score result of a forfeited game is 3-0.

All players must be registered and covered under insurance BEFORE they step onto the field. 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 be fined \$100.

Teams may be reported to the league for violating the rules and can be subject to sanctions, including game forfeits and the loss of privileges for adding guest/substitutes.