



Alabama Soccer League

“Rules & Procedures”

UPDATED: 08/2025

Section 1: Introduction

1.1 Name

The Alabama State League (ASL) is the name of the competitive travel league administered by Alabama Soccer for boys and girls ages 11U through 19U.

1.2 Mission

The purpose of the league is to provide the best possible competitive environment for all level travel teams in Alabama. To promote teams, referees, coaches, and players to the highest levels of competition in United State Youth Soccer (USYS) events (which includes National League, Regional Leagues, E64, etc.).

Section 2: Governance

2.1 Authority

The ASL is authorized by the Alabama Soccer Board of Director's to operate as an official league of Alabama Soccer. All policies, rules, and guidelines will be approved by the Technical Advisory Committee (TAC) and be consistent with Alabama Soccer, Federation Internationale de Football Association (FIFA), US Soccer, and US Youth Soccer.

2.2 Technical Advisory Committee (TAC)

Members of the Technical Advisory Committee shall include the following:

ASA Vice President of Youth
ASA Executive Director
ASA Technical Director
ASA State Administrator
Club DOCs – Geographically Represented

2.3 Technical Advisory Committee Responsibilities

The operation of the ASL shall be managed and supervised by ASA with input from the Technical Advisory Committee.

Section 3: Team Application and Admission

3.1 Registration

Any team which is registered with Alabama Soccer may apply for entry to the ASL and be in good standing with ASA with all their players properly registered with ASA.

3.2 Registration Deadlines

All applications for participation in the ASL must be received by the deadline established by Alabama Soccer for each playing season.

3.3 Fees

All team fees are due by the posted deadline for each season.

3.4 Bond

All teams playing in the ASL are required to submit a performance bond. This bond will be cashed and rolled over for the next seasonal year unless requested for a refund.

3.4.1 The bond amount is \$400.00.

3.4.2 For any ASA sponsored competition(s) which requires the posting of a performance bond for team participation, a club may elect to post a single 'club' bond in the amount of \$5,000 in lieu of individual performance bonds.

Section 4: ASL Structure

4.1 Divisions

The ASL will offer competition divisions for the following age groups

Age Groups: 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U, & 19U

4.2 Formation of Divisions

4.2.1 Each application will have criteria that will allow each team to request a division they feel is most appropriate.

Division Examples:

Premier – Highly Competitive

Challenger 1 – Competitive

Challenger 2 – Less Competitive

4.2.2 The DOC (or the individual identified) of each club may request to move a team to a different division after the deadline of registration. This request will be brought to ASA and under the guidance of the TAC.

4.2.3 The TAC shall review all applications and make recommendations as to the proper placement of teams in each division of the league in each season as divisions may be combined due to low numbers. Creating a competitive environment is paramount to the ASL.

4.3 Format

4.3.1 Round Robin league schedule where each team plays every team once or twice (depending on the placement and number of teams). Games will be created by a random computer-generated schedule.

4.3.2 All teams will play home and away games. When both teams mutually agree, a neutral site will be utilized to minimize travel.

4.3.3 13U and above – Only FALL LEAGUE will count towards State Cup.

4.3.4 The scheduled number of games will be 8 games.

4.4 Competition Seasons

4.4.1 Age Groups

Fall	Both genders, 11U-19U
Spring	Both genders, 11U–19U

4.5 Scheduling

4.5.1 The first and last dates of league play for each season are established by the ASA Executive Director.

4.5.2 During the scheduling process, team representatives will work with one another to schedule their matches for the season through gotSPORT. Only four blackout dates will be allowed per team for scheduling games.

4.5.3 If both coaches of teams cannot agree on a time/date, DOCs of the clubs should try to schedule games. If no agreement can be made, then ASA will handle the scheduling.

4.5.4 Schedules will be written to follow US Soccer PDI (one game per day). In the event a team has elected to play two (2) games in one day, every effort shall be made to provide for a minimum of three (3) hours between games.

4.6 Schedule Changes

- 4.6.1** Once the final schedule has been posted, league games may only be changed or cancelled at no cost for the following reasons:
 - a. Inclement weather
 - b. No officials are available
 - c. Unplayable or dangerous field conditions
- 4.6.2** The hosting team must contact the ASA State Administrator and visiting team immediately if the fields are closed due to weather.
- 4.6.3** Any schedule changes outside of noted above, will result in a rescheduling fee in accordance with the ASA fee schedule.
- 4.6.4** When the game has been rescheduled, the coach or manager of the hosting team must complete a change request with both teams in agreement along with the ASL reschedule form.

Section 5 Team Rosters

5.1 Rosters

ASL teams must establish their initial event rosters per Alabama Soccer and US Youth Soccer rules prior to the first ASL game for each season.

5.2 Identification

One of the following methods are permissible at check in by the referees for ASL games in this order:

1. Game Day Roster with photo (entire team must be included)
2. If the Game Day Roster does not have pictures - Official Player Pass – must have photo affixed and be laminated.
3. Electronic Device
4. No one is allowed to write-in players to their Game Day Roster

5.3 Club Pass

All teams playing in the ASL have the ability to allow players to move freely within their own club. Club pass players may play up in Division or age, at the same Division or higher, but are limited to 2 games per day within their own club. Clubs with multiple teams competing in the same ASL bracket are permitted to club pass players between those teams, with the exception of the Premier Division.

In the Premier Division, club pass movement between teams within the same bracket is not allowed to preserve the competitive integrity of the division.

- A. 11U – 12U Pool Roster with a maximum of 16 players per game
- B. May Club Pass a maximum of 7 players up for 13U and above.
- C. There is a lateral club pass limit of 3 players 13U and above.
- D. No player may be club-passed down by age group and not Premier to Challenger 1 – unless approved by ASA.
- E. Teams administered by US Youth cannot use their primary players to play down to ASL (which includes National League, MidSouth, E64, etc.).

EXAMPLES:

- NO Premier division → Challenger 1
- 13U player plays Premier Division for the 13U age group – a 13U player CAN play to 14U age group ANY division
- 13U player cannot play down to Challenger 1/2 in the 13U age group. Cannot play down to the 12U age group.
- 13U player CAN play for another team within same club in Premier
- A 13U player rostered to a Challenger 1 14U team can CP in any division in their true 13U age group.

5.4 Guest Players

Guest players are defined as players from another club. Guest players are not allowed for ASA State League Games.

5.5 Playing Up.

The TAC may invite teams into the next older age group if compelling evidence shows that it may be developmentally appropriate. If TAC approves a team to play up in ASL, the team will compete in the State Cup as their true age group.

5.6 Transfers/Releases

Please refer to the ASA General Membership Rules regarding the transfer/release of players located under the Bylaws and Rules section of www.alsoccer.org.

Section 6 League Standings

6.1 Scoring Method

State league standings will follow the following point system:

- a. Three (3) Points – Win
- b. One (1) Point – Tie
- c. Zero (0) Points – Loss

6.2 Tiebreakers

The following tie-breaking criteria will be used to determine the final standings of each division:

- a. Winner of Head to Head Competition
- b. Most wins
- c. Team with greatest net goal difference (NGD), which is computed as goal for minus goals against with a maximum of 4 NGD per game
- d. Fewest goals allowed
- e. Most goals scored.

6.3 Forfeits

6.3.1 A team that forfeits shall have their score recorded as a 0-4 loss and no points, thereby awarding the other team a 4-0 win and 3 points.

6.3.2 The team that forfeits shall be invoiced for their \$400.00 bond.

6.3.3 A team that forfeits 2 games will not be eligible for state cup.

Section 7 Rules of Play

7.1 Laws of the Game

The rules of play shall be current “Laws of the Game”, as published by F.I.F.A. All contests sanctioned by the ASL shall abide by the “Laws of the Game.”

Authorized modifications to the Laws of the Game, as permitted by F.I.F.A. are noted below.

7.2 Substitution We are allowing unlimited substitution for all Divisions and age groups.

Substitutions may be made with the consent of the referee at any stoppage of play.

13U & above rosters of 22 should ONLY have 18 eligible players and all players not playing should be clearly marked out.

11U & 12U Pool Rosters – maximum of 16 per game.

7.3 Age Divisions

Age	Halves	Ball	Game Format	Roster Limit (Minimum)	Roster Limit (Maximum)
11U/12U	2 * 30 minutes	Size 4	9v9	6	16
13U/14U	2 * 35 minutes	Size 5	11v11	7	22 (18 Eligible)
15U/16U	2 * 40 minutes	Size 5	11v11	7	22 (18 Eligible)
17U/18U/19U	2 * 45 minutes	Size 5	11v11	7	22 (18 Eligible)

7.4 Field Size

7.4.1 9v9 US Soccer

7.4.2 11v11 FIFA Standards

7.5 Abandonment of Game

7.5.1 Any game that is abandoned because of inclement weather or darkness, after the completion of the first half, will be considered a completed game. If the first half has not been completed, the game will be replayed in its entirety prior to the end of the current season.

7.5.2 If a game is terminated for any other reason, the TAC will decide the disposition of the match score.

7.6 Delayed Game Start

7.6.1 Any team delaying the start of a scheduled game by more than fifteen (15) minutes, without the sanction of the proper authority, shall forfeit the game to the opponent by a score of 4-0.

7.6.2 In the event both teams do not show up for a scheduled game and the referee rules the ground playable, then both teams will be assessed with a No Score. The teams will pay for the referee fees for the game. ASA will evaluate if the game is considered a forfeit and fine the \$400 team bond.

7.7 Host/Home Team Responsibilities

The host team is defined as the team whose home club is the site being used for the games. The host team is defined as the team who appears first on the schedule.

- 7.7.1** The host team is responsible for the condition of the field and field markings.
- 7.7.2** The host team must ensure that all goals are properly secured, nets in good condition, and corner flags are properly placed.

7.8 Reporting of Scores

The winning team is responsible for posting the score of the game immediately following the game by following procedures set by ASA.

7.9 Coaching from the Technical Area

- 7.9.1** Coaching from the technical area (giving direction to one's own team on points of strategy and position) by a coach or assistant coach is allowed in accordance with FIFA Laws of the Game. No mechanical devices are permitted and tone of voice shall be informative and not harangue.
- 7.9.2** The number of team officials (Head Coach, Assistant Coach, DOC, Team Manager) in the technical area shall be limited to four (4).
Please review the Coaching License Requirements for ASL on www.alsoccer.org
- 7.9.3** If a team official is not present at game time, a forfeit will be declared after the 15-minute grace period.

7.10 Player's Equipment

- 7.10.1** Every field player shall have a unique and identifiable number attached to his/her jersey.
- 7.10.2** The home team will wear a light colored jersey. The visiting team will wear dark colored jerseys. The team in the incorrect color will have to change.
- 7.10.3** All player's equipment, including, but not limited to braces, casts, or splints covered by padding, uniforms, footwear, shin guards, head gear, is subject to Referee's approval per USSF guidelines.

7.11 Heading

- 7.11.1** ASA has eliminated heading for players 12U and younger. This directive is to protect players 12 years old and younger regardless of what age group they are playing.
- 7.11.2** A purposeful header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area parallel to the goal line at the nearest point to where the infringement occurred.
- 7.11.3** Please refer to the ASA Concussion Policy for further information.

7.12 Slide-Tackling

- 7.12.1 Slide tackling is NOT permitted in any ASL State League match, regardless of age group or division.
- 7.12.2 A slide tackle is defined as any sliding challenge in which a player leaves their feet to contest possession of the ball from an opponent, regardless of whether contact is made with the ball or the opponent.

Section 8 Discipline

8.1 Send Offs

- 8.1.1 Players who are red carded by the referee shall receive an automatic one (1) game suspension.
- 8.1.2 Coaches or team officials who are sent off (ejected) by the referee shall receive an automatic one (1) game suspension and a fine of \$150 to the club.
- 8.1.3 The one game penalty and fine may be increased at the determination of the Appeals and Discipline Committee. Violent Conduct for any coach, player, or team official will be a minimum three game suspension plus a fine \$150 for coaches or team officials, \$100 for players or the player can take the referee course or 10 hours of community service supervised by their club.
- 8.1.4 Send-offs received in the ASL must be served with the same team of the red card and in State League games, State Cup, President's Cup, or the National Championship Series.
- 8.1.5 **Red Cards received in any USYS Sanctioned tournament that cannot be served during the tournament must be served in the team's next scheduled game. A game cannot be added to a schedule to wipe out the red card. It is the responsibility of the team official to notify the club and the state administrator of the send off player to serve his/her suspension.**

8.2 Accumulative Red Cards

- 8.2.1 Any coach, player, or team official receiving a second red card in a season, will receive a three (3) game suspension. Any coach or team official will also receive a fine of \$300 to the club.
- 8.2.2 Any coach, player, or team official receiving a third red card in a season, will receive a five (5) game suspension. Any coach or team official will also receive a fine of \$500 to the club.
- 8.2.3 The accumulative game penalty and fine may be increased at the determination of the Appeals and Discipline Committee.

8.3 Protests and Appeals

- 8.3.1** All matters involving protests and appeals within the ASL shall be in accordance with the TAC. The TAC has final decisions in the rules and policies of the ASL.
- 8.3.2** Notice of intent to protest activity that occurred during a match must be filed in writing to the ASA Executive Director within 72 hours after the completion of the match.
- 8.3.3** All Protests or appeals filed must be accompanied by a certified check in the amount of \$250.00 made out to ASA.

8.4 Use of the Court System

US Youth Soccer Bylaw 704, Section 1 states that, “No member of US Youth Soccer, official, league, club, team, player, coach, administrator or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, and as provided within US Youth Soccer.”

Section 9 Referee Game Responsibilities

9.1 Verification

- 9.1.1** The referee will verify the identity of the player/coach/staff via passes and Team Roster.
- 9.1.2** Prior to the start of the game, the referee shall make sure that each player’s equipment is in accordance with the Laws of the Game.
- 9.1.3** Prior to the start of the game, the referee shall make sure that all goal nets and corner flags are properly installed and the field has proper markings. Goals must be securely anchored.

9.2 Referee’s Authority

The referee’s judgment with regard to physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game, and those prerogatives granted to him/her by the Laws of the Game as published by FIFA, will not be challenged.

9.3 Ejections

The referee shall verify and record all send-offs on the game day roster and the Referee report. Reports must be submitted to ASA within 48 hours of the completion of the game.

Section 10 All Leagues administered by USYS

10.1 State League Participation

Any team that plays in any league administered by USYS (including National League, Regional Leagues, E64, etc.) will not be allowed to participate in the ASL.

10.2 Qualification

Teams are eligible to represent Alabama in any USYS managed league based on the following requirements:

- a. The team's clubs remain in good standing with ASA.
- b. Continuity of Rosters (See National League Rules)
- c. The team is with the same club from the previous seasonal year, or with a club that is the product of a merger with the previous club within the previous seasonal year.

Section 11 State Cup

11.1 Seeding

Please refer to State Cup Rules for format/seeding.

Section 12 Sportsmanship

12.1 Code of Conduct

Coaches, players, parents/guardians, shall be familiar with the United States Youth Soccer (USYS) Code of Conduct.

Section 13 Matters Not Provided For

The TAC will determine disciplinary decisions, actions, and fines based on individual violation to the rules. The TAC reserves the authority to make decisions and resolve conflicts in all matters not specifically provided by in this copy of the ASL Rules.