



EAST COAST ADULT SOCCER LEAGUE (ECASL)

GOVERNANCE

- The operation of the East Coast Adult Soccer League (ECASL) is conducted by the Board of Directors (hereafter “Executive Committee”)
- In becoming a member club of ECASL the club is required to comply with the bylaws, rules, and policies of the league.

PARTICIPANTS SAFETY, RESPECT, ELIGIBILITY

Emotional, Physical, and Sexual Misconduct

- ECASL has a zero-tolerance policy of the abuse and/or molestation of any athlete participating in any ECASL sanctioned activity, and prohibits misconducts including bullying, hazing, harassment (including sexual harassment), emotional misconduct, physical misconduct, and sexual misconduct of any kind.

Concussions

- In the event of a participant in a ECASL sanctioned activity incurring a head injury the match official must get verbal approval from the attending trainer that the player is cleared to return to the game

Discrimination

- ECASL prohibits any form of discrimination or discriminatory remarks towards, and person involved in a ECASL game or sanctioned activity including offending the dignity or integrity of a country, a person, or group of people through contemptuous, discriminatory, or derogatory words or actions on account of race, skin color, ethnic, national, social origin, gender, disability, or sexual orientation.

Eligibility

- ECASL is open and welcomes any athlete, coach, trainer, manager, administrator or official active in soccer who is not subject to suspension or disciplinary action. Any amateur soccer club/organization is eligible to apply.



FORMAT

- Coed League 8v8
- Women's league 6v6
- 35-minute halves with mandatory water break
- Half time not to exceed 8 minutes
- Unlimited substitution
- US Soccer Federation Rules
- One match official per-match
- Three-person crew for Final
- Match official must have 6 years of experience to be allowed to match official in the league and be above the age of 18; adult league registered players are not eligible to be match officials.
- Table standings and top two teams at the end of the season play in a Final Match
- **No player may play in this league who is still in High School or under the age of 18**

LEAGUE POLICIES

Game Rosters

- You may upload a photo ID (head shot like a passport photo) during registration. The game day roster will have player name and player photo (if uploaded). If you did not upload a photo, you will be required to provide photo identification to the match official at check in for **each game**. This can be a driver's license, passport, or any photo identification with date of birth. Digital IDs are accepted. Players who do not provide



any form of identification upon request will not be allowed to enter the field of play or remain in the technical area.

- Each team must bring a printed game day roster for match official check in.
- Any team caught with a player on the field who is not registered with ECASL will forfeit that game. Subsequent infractions will incur a team fee of \$100.
- A player may switch teams with a written and signed agreement among both teams involving the team managers. This transfer window opens once per season and will close at Midnight on the closing date. The transfer window is based on the league start and end dates. (For example, summer league transfer window will start **June 30th - July 6th** and will close **July 6th at Midnight** with no exceptions, and you will not be allowed to transfer once the window has closed.)

Suspensions

- Five yellows cards for an individual player will result in a one game suspension. After serving the suspension, the yellow cards are cleared.
- Receiving a second caution in the same match (2CT) will result in a minimum of a one game suspension.
- Receiving a Red Card for denying the opposing team a goal or an obvious goal-scoring opportunity (DOGSO) will result in a minimum one game suspension.
- Receiving a Red Card for Serious Foul Play will result in a minimum one game suspension.
- Receiving a Red Card for fighting will result in a minimum four game suspension.
- **All Red Cards are subject to suspension and bans from the Disciplinary committee.**



- A player receiving a suspension will be removed from the game day roster for the length of the suspension.
- The Disciplinary Committee is comprised of **Scott Armstrong, Ken Gibbs, and Bev Gibbs**

Player Equipment Requirements

- The 2 teams must wear colors that distinguish them from each other and the match official(s). Jersey numbers **are** required!
- Each goalkeeper must wear colors that are distinguishable from the other players and the match official(s). No number required.
- If the two goalkeepers' shirts are the same color and neither has another shirt, the match official allows the match to be played.
- Undershirts must be a single color, which is the same color as the main color of the shirt sleeve or a pattern/color which exactly replicates the shirt sleeve.
- Undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts; players of the same team must wear the same color.

ECASL LAWS OF THE GAME

ECASL will use the same laws of the game (LOTG) as US Soccer Federation. The LOTG are posted on the website.

- Law 1: Same as USSF
- Law 2: Same as USSF; home team will provide three game balls inflated to 10-12 PSI.
- Law 3: Same as USSF
- Unlimited substitution at any stoppage of play at the discretion of the match official.



- Law 4: Same as USSF except if the two teams' shirts are indistinguishable from each other the **HOME** team listed will change colors.
- Law 5: Same as USSF
- Law 6: Same as USSF at the discretion of the match official
- Law 7: Match time will be two 35-minute halves, mid-way between each half a hydration break will occur (may not exceed 2 minutes)
- Players are entitled to a halftime that does not exceed 8 minutes.
- Allowance for time lost will only apply in the finals as per USSF except for injuries that exceed 2mins then the match official will stop the clock.
- If the game is abandoned before the end of the first half, the game will be replayed in its entirety. A game that is abandoned in the second half will be considered complete with the final score being submitted as if a full game had been played.
- Law 8: Same as USSF except distance from kick will be 8 yards.
- Law 9: Same as USSF
- Law 10: Same as USSF; in addition, at any point after the first half if a team is down by 7 goals the game will be considered complete.
- For penalty shootouts the laws of USSF will apply (only in the finals).
- Law 11: Calling an offside offense will be left to the discretion of the match official.
- Law 12: In addition, sliding is prohibited in the East Coast Adult Soccer League. Sliding is defined as a player leaving his/her feet (going to the ground on his/her butt or thigh) to challenge for or to play the ball. A player who slips and loses his/her footing is **not** considered to be sliding.
 - 1) **When no opponent is nearby:** When no opponent is nearby a player who slides to control the ball or to prevent the ball from leaving the field, either over the goal line or touchline, has committed a foul. The player shall be cautioned and shown a yellow card. The restart shall be an **Indirect Free Kick** from the spot of the foul.



- 2) **When an opponent is nearby but there is no contact:** When an opponent is nearby a player who slides to challenge for or to play the ball, **but makes no contact**, has committed a foul. The player shall be cautioned and shown a yellow card. The restart shall be a **Direct Free Kick** from the spot of the foul.
- 3) **When there is contact with an opponent:** (a) Except as described under Special Considerations, a player who slides to challenge for or to play the ball and **makes contact with an opponent**, has committed a foul. The player shall be shown a red card and sent off. The restart shall be a **Direct Free Kick** from the spot of the foul (a **penalty kick** if inside the defending team's penalty area). The team shall play short.

Special Considerations:

- (a) Goalkeepers inside their own penalty area may go to ground to challenge for or to play the ball **with the opponents nearby if they lead with the hand and arms**. If a goalkeeper leads with his or her feet, that shall be a foul the same as with any field player. The restart shall be as above depending on whether or not contact was made with the opponent.
- (b) If the ball **has** gone past the last defender and is headed into the goal but is stopped by **any** defender's desperation slide (field player or goalkeeper leading with the feet), that slide is illegal and the foul shall be penalized with an **Indirect Free Kick. Additionally, as that foul has prevented an obvious goal or goal scoring opportunity--DOGSO-- the player shall be shown a red card and sent off**. The team shall play short.
- Law 13: Same as USSF except the required distance from kick will be 8 yards.
 - Law 14: Same as USSF
 - Law 15: Same as USSF
 - Law 16: Same as USSF
 - Law 17: Same as USSF



ECASL RULES OF COMPETITION

- Each team will be checked in 10 minutes prior to the official match start time. If any player shows up late, he or she will have to be checked in during the water break or halftime period. If any player is caught entering the field of play before being checked in by the match official, that player will be suspended for 2 games.
- Each match will have an official start time. The match will start at that time regardless of if the teams are ready or not. If the match official is the cause of the delay, the match will play in its entirety.
- Water breaks will be required in both halves of play, even if both teams agree not to have them.
- Only rostered players, coaches, and/or managers will be allowed in the technical area during the match.
- For division finals, the players and match officials will perform an international walk out.
- For all Divisions, the top two teams which has accumulated the highest number of points at the end of the regular season will be declared the Regular Season Finalist of that Division. They will then play in the finals (i.e., August for the summer league).
- If two or more clubs obtain the same number of points at the end of the regular season, their rankings will be determined as follows in the stated order:
 - Total goal difference
 - Total goals scored
 - Head-to-head points
 - Head-to-head goal difference
 - Greatest away goal in head-to-head
 - In the event of a three-way tie or more: a mini table involving games between those three or more respective teams will be used based on the above order
- Semi-Finals and Finals:
 - The top four teams will advance to the semi-final round
 - The winners of the semi-final rounds will advance to the final round



- If the semi-final or final game ends in a tie after regulation, 2 ten minute overtime periods will be played
- If the semi-final or final game is still tied after the 2 overtime periods, the game will be decided by spot kicks
- **Mercy rule:**
 - A seven (7) goal differential at the end of the first (1st) half of play or secured during the second (2nd) half shall terminate the game unless the losing Team elects to continue play
 - The score will be recorded as at the termination of the game
- **ECASL 30+ Rules of Competition**
 - No player under the age of 30 may play in the 30+ division without Executive Committee approval with the exceptions outlined below
 - Any under 30 year old player caught playing in a match without approval will be banned for a year from all league competition and events
 - Two (2) eligible players 28 and over may submit a request to play in the 30+ division; must provide age, playing experience and reason to the Executive Committee to be considered
 - ECASL has the right to reject the request
 - Goalkeepers may be under 30, but must play as a goalkeeper; the goalkeeper may not leave the penalty area box
- **Postponement, Withdrawal, Refusal to Play, Forfeiture**
 - ECASL has the right to postpone any league match in the event of unforeseen circumstances.
 - The attending referee or ECASL will postpone any game where the on-field temperatures is 100° F or higher of prior to the game is expected to be higher than 100° F.
 - If a game is called off by the match official due to lightening or any other unforeseen circumstance, the following rules will apply:

1-35 minutes played	Replay from the start
35-55 minutes played	Replay second half with the same score line when the game was called off
55 minutes or more	Game is considered Official, score stands



- ECASL referees must be present at any ECASL sanctioned match or said match will be postponed for a later date. Under no circumstances will a match be played without an official referee crew assigned by the respective ECASL assignor.
- **Canceled & Rescheduling Games:**
 - Each team manager has 1 week or 7-day notice from the date of the originally scheduled match to inform the league of the agreed upon day by the two teams. The rescheduled match must be completed by July 28th for the summer league and a date to be determined for the winter league. If a date cannot be agreed upon by both teams before the deadline both teams will forfeit and receive a deduction of 1 point.
 - Teams seeking approval for a fixture change must first obtain agreement for the change from the opponent and then must submit an emailed Game Change Approval Request to the ECASL commissioner 7 days prior to the match in question.
- **Forfeiture of Matches and Refusal to Play**
 - A club will forfeit a game in the following circumstances:
 - Refusing to continue a game for a period of greater than ten (10) minutes, walking off the field, or engaging in tactics to abort the game.
 - Appearing at a game with less than six (6) eligible players or without a printed roster (unless digital roster has been approved by the league)
 - If a club's supporters, player/s or officials initiate an act responsible for the abrupt end to the game.
 - The team arrives fifteen (15) minutes after the scheduled kick-off time, unless the referee and opposing team reach agreement that there exists a legitimate reason to delay the kick-off or reschedule.
 - Fielding an illegal player or coach, that being one who is not properly registered, impersonating another player, not properly transferred, or is currently suspended.
 - Canceling a game within 6 days of kick off without a good reason that is acceptable to the opponent and ECASL commissioner.
 - **Only registered players may be in the technical area.** Two warnings will be given before the game is called with the offending team receiving a forfeit and a deduction of 1 point.
 - When a player or club official refuses to leave the field of play and team area after a red card.



- Where a team is subject to a forfeit the following penalties will apply:
 1. Loss of a game 0-2 (or score prevailing if in game and preferable to opponent)
 2. Deduction of 1 additional point (regular season games)
 3. Fine of up to \$100
- Any club forfeiting a game where the game is not played will be charged with any referee expenses.

FIGHTING

- **Fighting of any magnitude will not be tolerated!** This will result in a fine of \$200 for the team or teams and any player directly involved in the fight will be banned for a minimum of two years and a maximum of life for all who participated.
- If the fine is not paid prior to the next scheduled game the team of the rostered player(s) will not be permitted to play and a forfeit will occur. The team will forfeit games until the fine is paid.

DESTROYING or DAMAGING THE FIELD EQUIPMENT

Any purposeful destruction of the opposing team's property, Viera Regional Parks property, or Space Coast United's property will result in a season ban from the ECASL league and the perpetrator must pay in full the damages caused to either the equipment and or property or face a lifetime ban from the league.