



RULES & PROCEDURES

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SECTION 1: INTRODUCTION

- 1.1 NAME OF THE LEAGUE
The league shall be named Alaska Premier Soccer League (AKPSL).

AKPSL is the premier 11v11 indoor turf youth soccer league in Alaska, which includes teams ages U13 to U19.

All teams are required to register all players, staff, and participants through US Club Soccer.
- 1.2 MISSION
To ensure the best possible competitive play between the equally matched teams to aid in the development of AKPSL.
- 1.3 MANAGEMENT OF THE LEAGUE
The League shall be managed and operated by the staff of The Dome.
- 1.4 AFFILIATION
AKPSL is affiliated and sanctioned by US Club Soccer.
- 1.5 CONTACT INFORMATION AND COMMUNICATION
All members of AKPSL shall have contact information on file with The Dome. Contact information must include team administration and coach information. The information must include valid e-mail addresses for each party.
- 1.6 LEAGUE OFFICE
The league office is located at street number and name, 6501 Changepoint Drive, Anchorage, AK, 99518. Phone: 907-770-3663
- 1.7 LEAGUE WEBSITE
The league website can be found at <https://www.thedome.us/alaskapremierleague.org>
- 1.8 MATTERS NOT PROVIDED FOR
Rules and Procedures in AKPSL may be altered for a particular team or league-wide at any time, without notice by the league administrator.

SECTION 2: TEAM APPLICATION & ADMISSION

- 2.1 TEAM AND COACH ELIGIBILITY
All teams affiliated with US Club Soccer are eligible to apply for registration into AKPSL. All player and team registration shall be in accordance with the current US Soccer and US Club Soccer regulations unless otherwise specified.

AKPSL reserves the right to refuse admittance or acceptance into any match, tournament and/or any other event upon notice of bad standing and/or suspension from all US Soccer youth sanctioning bodies: USYSA, US Club Soccer, AYSO, USSSA and SAY soccer.

All coaches must have a minimum of a USSF "D" license to coach teams in AKPSL. All coaches must pass a background check and complete all requirements of US Club Soccer prior to being eligible to coach in AKPSL.
- 2.2 REGISTERING PLAYERS AND TEAMS WITH US SOCCER
Once a team's application has been accepted to participate in AKPSL, their club is responsible for registering their team and players with The Dome and producing player cards with US Club Soccer.

Clubs must keep have the following items for each player:
1. US Club Soccer player card
2. Copy of birth certificate on file with their club
3. Signed US Club Soccer waiver
4. Signed The Dome waiver
- 2.3 LEAGUE STRUCTURE
AKPSL will offer competition for teams from U13s through U19s.
- 2.4 GOOD STANDING
Each participating team must be in "good standing" with the league and with US Soccer.
- 2.5 APPLICATION DEADLINES
All applications to participate in AKPSL must be received along with full payment on or before the registration deadlines established by AKPSL.

- 2.6 APPLICATION PROCESS
All teams must register directly by submitting a registration form to AKPSL.
- 2.7 ACCEPTANCE & PLACEMENT OF TEAMS
Decisions concerning a team's admittance into AKPSL will be as objective as possible. The decision will be based on facts such as previous league records, state cup records and tournament records. If all else is equal, then a subjective point of view will be considered.
- 2.8 ACCEPTANCE OF THE ALASKA PREMIER SOCCER LEAGUE RULES
All teams applying to participate in AKPSL agree to accept and abide to AKPSL rules and policies and any decisions made by the league administrators. Lack of knowledge of these AKPSL rules will not relieve any coach, team official, parent or player of a team participating in the league or seeking entry into the league, from the responsibilities and possible penalties herein. All clubs, team officials, parents and players by participating in AKPSL agree that they are bound by these rules.
- 2.9 LEAGUE FEES
All league fees will be due by the announced due date for all divisions. If fees are not paid by the announced due date, the offending team/club may not be eligible to play in the league and may forfeit all games until all fees are paid in full, unless arrangements have been made and approved by AKPSL.
- Fees are non-refundable.
- Any team dropping out of the league will not be reimbursed for games missed nor will they be allowed back the following season.

SECTION 3: TEAM ROSTER & FORMATS

- 3.1 TEAM ROSTER
An official AKPSL roster must be sent to the league office prior to the team's first game of the season. Failure to provide the roster prior to the first game will result in an automatic forfeit of the matches until the roster has been completed, unless the delay was caused or has been excused by the league. Any time a roster is changed during the season a new AKPSL roster must be submitted to the league office. Failure to do so may result in a forfeit.
- 3.2 ROSTER SIZE & GAME DAY ROSTER
The roster size is determined by the team's home state. Each team must submit a "game-day roster" to the referee prior to each game.
- The League will adhere to the following maximum official & game-day roster limits:
- | | | |
|-------|--------------------------------------|--------------------------------------|
| 11v11 | 22 players on official AK-PSL roster | 18 players dress for game-day roster |
|-------|--------------------------------------|--------------------------------------|
- 3.3 PLAYER ELIGIBILITY
Eligibility of players shall be in accordance with US Soccer and US Club Soccer regulations, unless otherwise specified and approved by the League.
- 3.4 GUEST, MULTIPLE ROSTER PLAYERS & CLUB PASSES
A maximum of two guest players are allowed per team per game. Teams may not exceed the maximum number of players allowed on the game-day roster by adding guest players. Players may guest play or double roster "up" and "down" with teams within their age division. Guest players must use a club pass, and be registered with a team in the same club and must meet all requirements of all other players in AKPSL.
- 3.5 PLAYER & COACHES PASSES
To participate in the League, each player and coach must have a valid (laminated) US Club Soccer player pass. The player & coaches passes must be brought to every game along with the game day roster. The match officials will check-in the teams prior to kick off. Should a team not have the player/coaches passes available prior to the game, they will have until the end of the half-time period to produce them. Teams not able to produce the passes at that time will forfeit the match.
- 3.6 AGE DIVISIONS
Age limitations shall be in accordance with US Soccer regulations except as modified by AKPSL. Proof-of-birth shall be provided upon request.
- 3.7 PLAYING ON MULTIPLE TEAMS
Players may play on two (2) teams (as a guest player or rostered player). A player may not play in more than two (2) AKPSL matches per game day.
- 3.8 FORMATS
U13 and above teams will play 11v11 with a three-man referee crew.

- 3.9 PROMOTION/RELEGATION
All promotions and relegations are done at the discretion of the League. There is no automatic promotion or relegation format.

SECTION 4: OPERATIONAL PROCEDURES

- 4.1 REPORTING OF SCORES
Referees will submit the game cards with the match result. On completion of the game, the referee will verify the score and sign the game card. A coach from each team must sign the game card, post-game.
- 4.2 GAME-DAY ROSTER CARDS
Both teams must complete a game-day roster form and provide it to the referee prior to each game. Please refer to rule 3.4 for more information on game day rosters.
- 4.3 FORFEITS
Forfeits shall be recorded with a score of 3-0. In the case of a double forfeit, both teams will record a 0-3 loss to their records.

The minimum number of players that must be on the field to avoid forfeit are:

11v11 Minimum of 7 players
- 4.4 FORFEITED GAMES
Teams that cannot make a scheduled game must notify both the opponent and the League office. If contacting our office after hours, send an email to david@thedome.us. If a team fails to notify their opponent and they show up for the game, you will be charged a \$100 no-show fee.

SECTION 5: RULES OF PLAY

- 5.1 THE BALL
U13 through U19 will use a size 5 ball. The home team (listed first in the schedule) shall provide the match ball.
- 5.2 PLAYER EQUIPMENT
The jersey of all players, except for the goalkeeper must contain a visible number, unique from the other members of the same team. No jewelry may be worn. Hard casts must be covered and be deemed safe for opposing players by the match officials.

Shin guards are mandatory for all players.

In case of a color conflict, the home team (listed first in the schedule) shall change colors.
- 5.3 DURATION OF THE GAME
U13 through U19 will play 2 x 27 minute halves.
- 5.4 SUBSTITUTION
Except as noted, substitutions shall be "unlimited". The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc). However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time.

The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time-wasting ploy.

It is suggested (but not mandatory) that all substitutes in the U15 and above age groups wear a different color shirt or penny jersey when not on the field of play.
- 5.5 POINT SYSTEM
Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss.
- 5.6 TIE-BREAKERS
If at the end of the league season a tie breaker is needed to determine the second place team in the standings, the following

criteria will be utilized:

Head to head (not used if more than two teams are involved in the tie)

- A. Goal differential (i.e. goals scored minus goals allowed)
- B. Most goals scored
- C. Most shut-outs
- D. Fewest goals allowed

If at the end of the championship game a tie breaker is needed, teams will go into Penalty Kicks.

5.7 DELAY OF KICK OFF

If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of fifteen (10 minutes of "grace" time shall be awarded. After ten (10) minutes if the team is still not able to start the game, it shall be declared a forfeit. The grace period might be adapted if the team that is late has a valid reason per the League administrators. See rule 4.3 above for minimum number of players necessary to start a game.

5.8 PLAYERS AND SPECTATORS

Players and coaches will set up on opposite sides of the field and diagonal from the opposing team.

SECTION 6: DISCIPLINE & CODE OF CONDUCT

6.1 RESPONSIBLE PARTIES

All coaches and other team officials shall be subject to all rules pertaining to misconduct. Any other individuals who may be reasonably construed as being associated with a team shall be subject to the jurisdiction and authority of the League. Any coach or team official can be held responsible for any individual associated to their team at any match.

6.2 PROFANITY

Profanity and unsporting conduct by any individual will not be tolerated either on or off the field.

6.3 COMPENSATION

No player shall receive any compensation for services rendered to a team or receive any promises of compensation.

6.4 SMOKING & ALCOHOL

There will be no drinking of alcoholic beverages or smoking on the turf.

6.5 REFEREE AUTHORITY

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee(s) is empowered to:

- i. Rule on what equipment is considered playable
- ii. Issue Yellow or Red cards to players and coaches during that entire period

The referee may terminate a game for coach, players, or spectator misconduct. Teams causing the termination will forfeit the game. Referees will show red cards to coaches during league games.

6.6 DOME RULES

All Dome rules where games are played shall be respected and obeyed.

6.7 RED CARDS & SUSPENSIONS

Players or coaches are subject to match suspensions according to the following:

- A. Any player or coach that is ejected from any league match due to striking, punching, hitting, kicking, spitting, or any action that reflects harmful intent shall automatically be suspended for a minimum of two (2) sanctioned games.
- B. Any player, coach or fan verbally abusing a referee during any league match as documented on the Referee's Report of the match shall automatically be suspended for a minimum of two (2) league matches.
- C. Any player receiving a red card or coach being ejected, in any league match other than the circumstances listed above shall automatically be suspended for a minimum of one (1) league match.
- D. AKPSL administrators shall have the right to add additional or reduce the number of matches in a suspension without a hearing. This could include but not be limited to any derogatory comments of a racial nature.

Players or coaches that are ejected from a game, for whatever reason, shall serve their suspension at the next sanctioned event(s) for that particular team.

Failure of a coach/player/team official to remain out of sight and out of sound after being ejected may result in a forfeit.

Any player, coach, or manager, who participates in a match while under suspension, shall cause his or her team to forfeit that match and will be subject to additional penalty.

During a coach's suspension he/she must not be within sight nor sound of the game that they are suspended for.

An ejected coach will only be suspended from coaching the team that he/she was coaching when he/she was ejected.

Any parent that is ejected from a game must remain out of sight and sound of the field.

Failure to do so could lead to the referee terminating the game and resulting in a forfeit win for the opponent.

SECTION 7: PROTESTS

7.1 DEFINITION

A protest is a formal written objection of any violation of established rules policies or procedure. Protests will only be accepted in regard to illegal players, there will be no protests in regard to referee decisions.

7.2 WHO CAN FILE A PROTEST

Only a club administrator or director may issue a protest. Only those teams involved are allowed to file a protest. Third parties, i.e. coaches/administrators from other teams, cannot file a protest on a specific game.

7.3 FILING PROCEDURE

A protest must be filed in writing with the league administrator and must include:

- i) Details of the complaint
- ii) A listing of the players that are deemed to be illegal
- iii) A statement of the desired resolution
- iv) A \$50 Protest Filing Fee will be mailed or delivered in-person in the form of a check to The Dome

All protests must be filed within 72 hours of the incident.

No protests will be heard on referee judgment calls.

