



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).

The AKPSL is the premier 11v11 indoor turf youth soccer league in Alaska, which includes teams U14 - U19.

All teams are required to register all players, staff, and participants through US Youth 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 Cook Inlet Soccer Club and The Dome.

1 .4 AFFILIATION

AKPSL is affiliated and sanctioned by Alaska Youth Soccer Association (AYSA) and US Youth Soccer (USYS).

1 .5 CONTACT INFORMATION AND COMMUNICATION

All members of AKPSL shall have contact information on file with GotSport and 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, 907 E Dowling Rd. #28 Anchorage, AK 99518

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 the 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 AYSA and USYS are eligible to apply for registration into the AKPSL. All player and team registration shall be in accordance with the current US Youth 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, AYSA, USSSA and SAY soccer.

All coaches must have a minimum of a USSF “D” license to coach teams in the AKPSL . All coaches must pass a background check and complete all requirements of USYS prior to being eligible to coach in the AKPSL.

2.2 REGISTERING PLAYERS AND TEAMS WITH AYSA and USYS

Once a team’s application has been accepted to participate in the AKPSL, their club is responsible for registering their team and players with AYSA, USYS, and have their player pool roster uploaded into GotSport.

Clubs must keep and have the following items for each player:

1. US Youth Soccer player card.
2. Copy of birth certificate on file with their club
3. Signed US Youth Soccer waiver
4. Signed The Dome waiver

2.3 LEAGUE STRUCTURE

The AKPSL will offer competition for teams aged U14 - U19.

2.4 GOOD STANDING

Each participating team must be in “good standing” with the league, AYSA, and USYS.

2.5 APPLICATION DEADLINES

All applications to participate in the AKPSL must be received along with full payment on or before the registration deadlines established by the AKPSL

2.6 APPLICATION PROCESS

All teams must register directly by submitting a registration through GotSport.

2.7 TEAM ACCEPTANCE

Each participating Club, AYSC, AK Rush, CISC, CSC, and WYSA will be guaranteed admittance for one team each, boys and girls. Decisions concerning any/all additional team’s, regardless of Club affiliation, admittance into the AKPSL will be as objective as possible using a competitive accomplishment rubric developed by the AKPSL administrator(s). These decisions will be based on facts such as State Cup records, in and out-of-state tournaments and league records.

2.8 ACCEPTANCE OF THE ALASKA PREMIER SOCCER LEAGUE RULES

All teams applying to participate in the AKPSL agree to accept and abide by the AKPSL rules and policies and any decisions made by the league administrators. Lack of knowledge of the 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 participating in the 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 league fees are not paid by the announced due date, a \$100.00 fine may be assessed and the offending team/club may not be eligible to play in the league or may forfeit their games until all fees are paid in full, unless arrangements have been made and approved by the AKPSL administrators.

AKPSL fees are non-refundable.

Any team dropping out of the league will not be reimbursed for games missed and may nor not 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. All players must be included in the team's GotSport roster with the exception of single game guest players. 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, with the exception of guest players, 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 and player pool is determined by the AKPSL administrators in conjunction with the team's home state. Each team must submit a printed "game-day roster" or "match card" from GotSport to the referee prior to each game, including all guest players.

The League will adhere to the following maximum official & game-day roster limits:

Team rosters for 11 v 11 may include 26 players, not including guest players, on the official AKPSL roster with 18 players, including guest players, eligible to dress for the game-day roster.

3.3 PLAYER ELIGIBILITY

Eligibility of players shall be in accordance with US Youth Soccer and AYSA regulations, unless otherwise specified and approved by the League. Each player must have a current and valid player card present at each match.

3.4 GUEST AND MULTIPLE ROSTER PLAYERS

A maximum of four guest players are allowed per team per game and may include one player from another Club upon approval by the League administrator. Teams may not exceed the maximum number of players, 18, allowed on the game-day roster by adding guest players. Players may guest play or duel roster. Guest players must have a current and valid player card and be registered with a team in the same club and must meet all requirements of all other players in the AKPSL. Inter-Club guest players must be pre-approved by both of the Clubs involved and the League administrators. Inter-Club guest players must be written in and noted as an "inter-club guest player" to game-day

rosters/match cards and their player card must be presented to the Head Referee prior to the game.

All guest players must have a current USYS player card and be written into the match day game roster provided to the Head Referee prior to each game.

3.5 PLAYER & COACHES PASSES

To participate in the League, each player and coach must have a valid (laminated) USYS player/coach card. The player & coach cards must be brought to every game along with the game day roster or match day card. The match officials will check-in the teams prior to kick off. Should a team not have the player/coach cards available prior to the game, they will have until the end of the match to produce them. Teams not able to produce the passes at that time will forfeit the match.

3.6 AGE DIVISIONS

The AKPSL age limitations shall be in accordance with USYS 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 unless otherwise required by the AKPSL schedule or approved by League administrators.

3.8 FORMATS

All AKPSL 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 match cards with the result. Upon completion of the game, the referee will verify the score and sign the match card. A coach from each team must sign the game card, post-game. Match cards will be submitted to the AKPSL administrators and match results will be uploaded into the GotSport standings ASAP after a match.

4.2 GAME-DAY ROSTER/MATCH CARDS

Both teams must complete and print a game-day roster/match day card from Gotsport 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.

The AKPSL administrators will work with all teams to avoid forfeitures due to player minimum numbers.

4.4 FORFEITED GAME

Teams that cannot make a scheduled game must notify both the opponent and the League office no less than 48 hours prior to their scheduled match.. If contacting our office after hours, send an email to scott@cookinletsc.com. 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

5.0 All FIFA rules of play apply unless otherwise noted.

5.1 THE BALL

U14 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

U14 through U19 will play one 45-minute half. If at full time, the match is tied, the referee will add up to an additional five minutes. If at any time during this five-minute added time period a team scores a goal, the match will be considered completed and a winning team identified. If after the five-minute added time, both teams fail to score a goal, the match will be considered a tie.

5.4 SUBSTITUTIONS

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 and goal kicks.

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 a tactical time-wasting ploy.

It is suggested (but not mandatory) that all substitutes wear a different color shirt or penny jersey when not on the field of play and will be up to the discretion of the Head referee.

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 placement in the standings for qualification to the knockout stages, the following criteria will be utilized:

- Head to head (not used if more than two teams are involved in the tie)
- Goal differential (i .e . goals scored minus goals allowed)
- Most shut-outs
- Total goals scored
- Fewest goals allowed
- *If none of the above separate the teams, a coin toss will determine the team moving forward.*

If at the end of regulation and added time during a quarterfinal, semifinal, or the championship game a tie breaker is needed, teams will go directly into Penalty Kicks according to FIFA regulations.

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 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 the minimum number of players necessary to start a game.

5.8 PLAYERS AND SPECTATORS

Players and coaches will set up on opposite halves of the field, but on the same side. All spectators will sit on the opposite side of the field.

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 with 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 or in the game facility.

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 may 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 one (1) league match.
- 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. Racial abuse will not be tolerated. This includes any derogatory comments of a racial nature. A Red Card for and/or the report of racial abuse by a referee or coach may be followed up with a minimum two (2) game suspension by AKPSL administrators.
- E. 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. In some instances, coaches with more than one team in the AKPSL may be ruled out from coaching their other team(s) as determined by the League administrators and officials from the Dome, and/or AYSA.

AKPSL administrators shall have the right to add additional or reduce the number of matches in a suspension without a hearing based on objective information provided.

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

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 unless instructed otherwise by AKPSL administrators.

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 issuing a card to the coach or terminating the game 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. Red card protests will be considered only when supported by video and audio evidence.

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:

- Details of the complaint from an objective standpoint including a timeline of events.
- A listing of the players that are deemed to be illegal or the situation to be remedied in the case of a red card.
- A statement of the desired resolution
- A \$50 Protest Filing Fee will be delivered in-person in the form of a check to The Dome before any protest will be considered valid.

All protests must be filed within 72 hours of the incident. No protests will be heard on referee judgment calls except in the issuance of a red card supported by video and audio evidence.

