



Conroe Adult Soccer League

Rules and Regulations Spring 2025 Edition

- 1.01. A minimum of 7 players must be registered for a team to start the season. A player shall be considered "suited up" for a game when, in the opinion of the referee, he (i) satisfies all eligibility requirements, (ii) wears the official team uniform, and (iii) otherwise wears appropriate soccer clothing. (IV) wears protective shin guards. (V) no metal cleats allowed. A registered team must wear jersey numbers assigned to each player. (VI) Goalkeeper jerseys cannot be the same color as the player uniform.
- 1.02. All players must be at least eighteen (16) years of age. Each team may have up to eighteen (18) players on the roster. The preliminary roster must be turned in no later than 10:00am on the Tuesday prior to the first match of the season. Any player registered with the CASL as a team member shall not play for any other team within the same division.
- 1.03. **A roster for the Division Over 30 might consist of up to 18 players per season. Over 30 Division will be allowed only two under 30 players on the roster; the players under 30 must be a minimum of 28 years old to be eligible to play. Cheating with fake IDs will be immediate removal of the League. You must always bring your ID to the games; if you do not carry your physical ID with you, but you are on the roster, you will not be allowed to play. ID checks will happen randomly throughout the season by the referees. Valid IDs are Driver's license, Passports, Birth certificates and School IDs.**
- 1.04. **After week five a roster freeze will be implemented, no more players will be added to the roster. Rosters need to be mailed to the League in the format that it has been received!**
- 1.05. A new player, defined as a player that has not been registered by any member team for the current season, is eligible to play in any CASL game if the player is registered through the League and an **ID is presented to the league official prior to the match failure to register new players and/or not provide ID for new players can result in point deductions and/or other penalties.**
- 1.06. Players are required to check in with the referee prior to each match. If a player is not checked in and cannot provide the proper photo identification, they will be ruled ineligible and will not be allowed to play. There will be no exceptions. Any player using a false identity (such as signing in under another player's name or using another player's ID) shall at a minimum be suspended from the league for the remainder of the season and the team will forfeit any matches this player participated in. Further sanctions shall be at the discretion of the League Coordinator/Specialist. **If a player on your team is found to have committed a violation while appearing on another team's roster, that player will be automatically suspended from participation with your team as well.**
- 1.07. Late Player Check in – Late players must check in with the referee or an onsite League Official. The player will be eligible for play at the next break in the game after checking in. Late players will be responsible for signing the match report at the half or as soon as possible after arrival
- 1.08. Any request to reschedule a game must be done 48 hours before kickoff and to be requested via email to r.kroeze@hdlfc.com

- 1.09.** A team designated to forfeit a match shall receive a 0 (goals for) to 3 (goals against) result and will appropriately receive zero (0) points for the game the forfeit was assigned to.

All league fees must be paid in full upon registration; any team which has not paid in full prior to the first (1st) game of the season must pay a late fee of \$50 or may be dropped from the league. No refunds shall be issued after registering the team for the league.

- 1.10** Each team pays a \$30, - referee fee before the game starts. Make sure to have exact change since the referees do not carry change with them. If you are unable to pay the referee before the game starts, the game will be forfeited.

If a team fails to show up without giving notice of at least 8 hours prior to kick off, they pay a \$60 dollar fee (\$30 for each team to be paid for the referee). Failure of making this payment will be an immediate removal from the League.

PLAY OF THE GAME

The playing rules of the CASL shall be those adopted by the latest USSF, FIFA Rule Book with the following exceptions:

- 2.01.** Games will consist of 2x22 minute halves.
- 2.02.** Players who have been substituted are allowed unlimited re-entry. Within the maximum of eighteen players, substitution may be made with the referee's consent, by either team, at all stoppages of play. At the referee's discretion, injured player(s) may be substituted during any stoppage, at which time the opposition will also be allowed to make an equal number of substitutions.
- 2.03.** Players of the same team must have **substantially** identical jerseys and each. A player not wearing **substantially** equal jerseys will not be allowed to play in the game.
- 2.04.** When the colors of two (2) competing teams are similar, the League will provide pennies to the home team. Failure to comply will result in a forfeit.
- 2.05** No slide tackles allowed; in case of slide tackle, a free kick or penalty (when in penalty box) will be given, and referees decide if slide tackle is sufficient for a yellow or red card.
- 2.06.** Games must start at the scheduled time, no exception. If the game is delayed due to tardiness by referees or games postponed by weather, locked field gates, exceptions shall be made if possible. **The team has a 5-minute window for players to arrive.**

For the Regular Season Competition, a team that fails to appear at a game, with a minimum of five (5) eligible players at game time, will be held accountable to pay the complete referee fee for the game. Failure to do so within seven (7) days will result in the removal of the team from the League.

- 2.07.** The decision of rescheduling a game to another date based on unusual weather conditions or proof of extenuating circumstances will be made under a reviewing procedure established by the Board of Directors.



If a game is not played the full duration for any reason outside of items listed above, the Disciplinary Committee shall have power to (i) impose a fine and/or suspension, (ii) withdraw all cards issued during the game, (iii) order the game to be rescheduled and replayed, (iv) order the game to stand as played, (v) order a forfeit to be awarded, or (vi) order a double forfeit to be awarded, depending on the cause of the game not being completed and approved by the Board of Directors. For more inclement weather policy information see below under the subject 'Inclement Weather Policy.'

- 2.08.** Any club/team refusing or failing to play a game without complying with the Rules of Play and By-Laws may be required to forfeit the game.
- 2.09.** All games under the authority of the CASL shall be officiated by proper referees, approved, and appointed by CASL. The referee shall be the sole judge on the field of play, and his or her decisions shall be final. Any complaints about any referee shall be directed in writing to League via email r.kroeze@hdlfc.com.
- 2.10.** League and division structure.
- A. The standing of teams in their respective divisions shall be figured by points, three (3) points to the winning team and one (1) point each in case of a tie. Ties in the standings will be broken by the following:
- (1) Goal difference Goal for – Goals against.
(2) Highest goals for.
(3) Head-to-Head competition.
- 2.11.** In case a team disbands, and if for any reason a team shall not have played half of its scheduled games, the games it has played shall not count for or against opposing teams.

Disciplinary

- 3.01.** The Disciplinary Committee shall review the official report of each game, with authority to discipline for official cautions and ejections as follows:
- A. A Minimum one (1) game suspension for any ejection in cases involving (Violent Conduct, Serious Foul Play, Spitting)
- B. Red cards for ejection noted as Violent Conduct and defined as fighting, punching, striking, kicking, stomping, slapping, scratching, biting, choking, elbowing, head-butting, etc.: An immediate suspension from the League. No fighting is tolerated regardless of who 'starts' the fight.
- C. Red cards for ejection involving referee assault will result in the removal of a player from the League.
- D. Yellow Cards / Cautions: For accumulation of two (2) cautions in a season a one (1) game suspension shall be served. Yellow cards shall be disregarded once the corresponding suspension has been served. All yellow cards will be reset after the regular season into the playoffs, but the yellow card accumulation and red card apply for the next game regardless of if the next game is a playoff game. So that means if you get a red card or a second yellow card the game before the first playoff, you will be suspended for the first play-off game.
- E. **A player that receives a yellow card during the game must be substituted for the next 5 minutes of play.**
- F.



Cautionable Offense Codes:

UB = Unsporting Behavior
DT = Dissent by word or action
PI = Persistent Infringement
DR = Delays restart of play
FRD = Fails to respect required distance
L = Leaves the field without permission
E = Enters the field without permission

Sending-off Offense Codes:

SFP = Serious Foul Play
VC = Violent Conduct
AL = Offensive, insulting, or abusive language
DGH = Denies opposing team of obvious goal-scoring opportunity
DGF = Denies obvious goal-scoring opportunity to an opponent
S = Spits at opponent
2CT = Receives 2nd caution



- 3.02. Any player ejected from play for any reason MUST immediately leave the facility where the game is being played. Players failing to leave the facility in a reasonable time, or players that go but subsequently return immediately after game completion, will be subject to additional sanctions to be reviewed.

Equipment

- 4.01. Each team must have similarly colored jerseys for each player and each player must display a different permanent number (numbers must be at least six inches tall) on each jersey. No team may have multiple jerseys with the same number. The goalkeeper must wear a jersey that distinguishes him from field players and the referee.
- A player not wearing the appropriate uniform will not be allowed to enter the game at the discretion of the referee.
 - All teams have until the third (3rd) match of the season to meet these uniform criteria.
 - Pinnies will only be used in the event that the two teams have the same or similar color uniforms or in the event that 'guest' players are being utilized.
 - In the event both teams have the same or similarly colored uniforms, it is the responsibility of the home team to change to a different color or wear pinnies. It is the referee's decision as to whether teams' uniforms are too close in color to necessitate the home team to change.
- 4.02. Shin guards are mandatory with the top of the shin guard being covered by a sock.
- 4.03. Goalkeeper materials must be provided by the teams.
- 4.04. Braces and Casts: Any brace or cast must be sufficiently padded to prevent other players from being injured if struck. The referee may require a player with a brace or cast to leave the field in the event they feel the player is playing in a manner that is dangerous to him/her or the other players on the field. Another

player may be substituted in this instance. The decision of whether to allow a cast/brace is at the sole discretion of the referee.

- 4.05** The following are prohibited: pockets (no tape allowed), sunglasses, hard billed hats, knotted bandanas, and any jewelry deemed dangerous by the referee

All-Weather turf rules

To preserve the quality of the turf and to provide a clean and healthy environment, the following are prohibited on the all-weather turf surface.

- 5.01.** Tobacco products (smoke and smokeless)
- 5.02.** Dogs or animals, service animals excluded
- 5.03.** Food or beverages (water excluded) including gum, seeds, nuts, and sports drinks (NO GLASS BOTTLES)
- 5.04.** Chairs, stakes, spikes, or other pointed materials
- 5.05.** Use of model planes
- 5.06.** Metal cleats
- 5.07.** Motorized vehicles, except for maintenance vehicles
- 5.08.** Bikes, roller blades, skateboards, and strollers
- 5.09.** Fields are not permitted to be used if ice is present
- 5.10.** Only players, coaches, and league officials are permitted on the playing field

Games are to be played on Wednesdays during the following time slots:

7:30 p.m. – 8:30 p.m.

8:30 p.m. - 9.30 p.m.

9.30 p.m. -10.30 p.m.

10.30 p.m. – 11.30 p.m.

*Time requests can be made before the season but will not be guaranteed, depending on schedule availability.

Playoff rules

In the final's teams will compete for 1st, and 2nd, place. The 1st place teams of each division of the League will be awarded a trophy.

When teams in playoffs tie, games have no overtime but go straight to penalty kicks. Players who ended the game on the bench are not allowed to participate in the penalty kicks. The penalty kicks are the best out of 3. The players being sent off for a yellow card are allowed to participate in the penalty kicks when the game finishes in a tie.

Eight regular-season games plus two playoff games (team must be qualified for playoffs to play playoff games).

Playoff format: 4 top teams qualify for playoffs.

1 vs 4 (1st semifinal)

2 vs 3 (2nd semifinal)

Inclement weather policy

The safety of our participants and staff is our number one priority.

All decisions regarding canceling the games due to inclement weather will be made a minimum of two hours prior to the scheduled games. All efforts are made to reschedule during inclement weather.

Games not played the full duration due to acts of God, such as unusual weather conditions, lighting failure, etc. but that have reached at least 22 minutes of play shall be ruled as complete.

If there is less than half the game played, the rest of the game will be rescheduled, and we will play the remainder of the game.

In the event of thunder/lightning, all players, officials, and spectators must vacate the fields until it is deemed safe to return by the League Coordinator/Specialist. In the event of cancellation or delays, each team's primary captain will be notified through email and/or text (if registered) via teamsideline.com and will be responsible for notifying their players. The League Coordinator/Specialist shall update the league website, when possible, in the event of cancellation or delays. Matches will be cancelled and re-scheduled in the event of an extended delay (due to inclement weather, etc.)

Our drainage system ensures that there will be no rainouts. However, in case of lighting, flooding in and around the area, and any other heavy weather circumstances or precautions, we will have to cancel the games. If the ditches around the fields are entirely full, the fields are not playable and will cause harm and damage to our fields.

Lightning Policy:

If there is lighting within a radius of 6 miles, we must clear the fields. We will wait for 30 minutes after the last lightning strike to continue the games.

Fan Code of Conduct

The team captains are responsible for their fans. The team captain will be punished if any of the following occurs before, during or after the game:

- Behavior that is unruly, disruptive, threatening, or illegal in nature.
- Intoxication or other signs of alcohol or substance impairment that results in irresponsible behavior.
- Foul or abusive language or obscene gestures.
- Interference with the progress of the game (including throwing objects onto the field).
- Failing to follow instructions of Law Enforcement, guest services, and security personnel.
- Verbal or physical harassment of all fans.
- Offensive language or obscene gestures, to include the use of such language or gestures concerning a person's race, ethnicity, color, gender, religion, creed, disability, age, sexual orientation, gender



identity/expression or national origin; or to instigate, incite or encourage a confrontation or physical assault.

- Any conduct deemed inappropriate or dangerous to fans, participants, or team members.
- Conduct that results in damage to the facility or other personal property.

Violators of the Fan Code of Conduct will be ejected from the facility. If the violators do not immediately leave, the team captain will be responsible, and the referees are authorized giving cautions to the team captain accordingly.

COVID-19 policy

The League will play on unless the government declares a shutdown. If no shutdown has been declared, all games will continue to play and will not be rescheduled for any reason.

A complete list of recommendations for anyone who might have COVID-19 can be found on the CDC website. These currently include:

- Separate yourself from other people. Social distancing, we always encourage non-players to stay in their car.
- Monitor your symptoms.
- Stay in touch with your doctor. Follow care instructions from your healthcare provider and local health department.
- If you have an emergency warning sign, get emergency medical care immediately.

