

E.I.A.S.L. LEAGUE SETUP

A. Price:

1. \$1,100 for a team sign up of 12 to 20 players.
2. \$70 for an individual sign up.
3. Guaranteed 6 games, weather permitting.

B. Who For: Post high school (any gender & skill)

C. When:

1. Beginning of June to the beginning of August
2. Sunday afternoons into the evening between the hours of 12pm - 9pm

D. Where: Beckman Catholic High School turf football field (1325 9th St SE, Dyersville, IA 52040)

E. Length:

1. Two 40-minute halves (80 minutes) with continuous clock on injuries with a 10-minute halftime
2. If both teams agree, there may be a quick water break 20 minutes into each half due to heat or lack of players. The clock remains running.

F. Officiating/Rules:

1. Three certified referees officiate each match.
2. FIFA rules are enforced
 - a. Two 40-minute halves with 10-minute halftime
 - b. Matches may end in ties
 - c. Unlimited substitutions (for either team during any stoppage of play)
 - d. No jewelry allowed
 - e. Shin guards must be worn
3. Cards
 - a. *Caution* (yellow card)—Player remains on the field
 - b. *Send off* (red card)—Player is removed the field for the remainder of the game and is not allowed to play during the following game.
 - c. The captains that do the coin toss are those who are awarded cards that would normally go to the coaches, as there are no coaches in E.I.A.S.L.
 - d. If players or teams accumulate 3 red cards or a significant amount of yellow cards, the player or the whole team may receive a league penalty deemed by the council.
4. Only three team affiliates who are not already players for the team (injured or on the bench) will be allowed within each team box during games. All others must be off the turf.
5. Forfeits
 - a. If a team has fewer than 7 players, the match will result in a forfeit with a 0-3 loss. A “friendly” match may still be played, but must consist of E.I.A.S.L. registered players and card

penalties will still ensue. This "friendly" match is considered a sanctioned game and cards can be given.

b. A team may have registered players from other teams play for their team **but the game may result in a forfeit**. This is decided upon by the opposing team's captain prior to the start of the match. The match will then result in a 0-3 loss if this is decided or the match will end with its final score.

G. Rescheduling Games: If it is known that a team will not have enough participants for a match, they are to notify the other team and determine if the game will be forfeited or made up on another date. If wishing to reschedule for make-up date, a team must notify E.I.A.S.L. seven days prior to when the match will take place.

H. Teams:

1. Must have Team Captain
 - a. Put together team sending team registration to council for league with payment
 - b. Relay rules of E.I.A.S.L.
 - c. Ensure all players have proper equipment for games
2. Teams must submit a team name with their registration. This must be deemed appropriate or will be rejected without notification. If teams cannot find a suiting name or do not wish to make one up, the team will go by a generic name set by the E.I.A.S.L.
3. Must have a minimum of 12 registered, co-ed players, for teams. There is no cap to the maximum players of either gender or the total number of team players. If more players are needed, try posting a request on the "[Draft](#)" page of the E.I.A.S.L. website.
4. Roster changes must be finalized by the end of the second weekend of games. However, if changes are made after the registration deadline and registration is submitted, teams will be charged an additional \$25 per player.
5. Teams are allowed to have fill-in non-registered players play in a match up to 15 total players on the field before the game.
6. Jerseys will be supplied for all teams.
 - a. If teams wish to have sponsor's logo on jersey, contact E.I.A.S.L. to communicate and work out sponsorship one month prior to the season's start.
 - b. Goalies must wear a different colored jersey. This is not supplied by E.I.A.S.L.
7. Three team affiliates that are not players or injured players are allowed in the team box during games. All others must be off the turf.
8. Teams will have set weekends to help set up or tear down equipment for the field.

I. Scoring/Winners

1. Teams accumulate *Record Points* playing games (win = 3, tie = 1, loss = 0)
2. *Goal Differentials* are tallied with a cap of +/- 3 goals per game. Any goals further scored during a game will be tallied in the *Goals* tap, which has no influence on league winners.
3. Winners are determined by total *Record Points*. If multiple teams tie for first place, the first tiebreaker is *Head to Head Record*. If ties remain afterward, the team with the highest *Goal*

Differential wins. If a tie *still* remains, a coin flip will determine winner.

4. Teams who forfeit a match receive a 0-3 loss.

J. Final Week Head-to-Head

1. Final week head-to-head games will be played during the last week or last two weeks of the season, depending on number of teams.

2. Top teams of the season will play each other (Seed 1 vs Seed 2, Seed 3 vs Seed 4, etc.) in one game to determine the final outcome of the season.

3. Prize:

a. First place: \$200 to team captain to take off team registration fee for next year.

b. Second place: \$100 to team captain to take off team registration fee for next year.

E.I.A.S.L.

LEAGUE RULES & ADAPTATIONS

1. FIFA Rules
 - a. Two 40-minute halves with 10-minute halftime
 - b. Unlimited number of substitutions (for either team during any stoppage of play)
 - c. No sit time for cautions
 - d. Shin guards required
 - e. Jewelry not allowed
2. Continuous clock unless any injury requires medical attention on the field.
3. If teams agree, there may be a quick water break 20 minutes into each half due to heat. The clock will remain running.
4. The captains that do the coin toss are those who are awarded cards that would normally go to the coaches, as there are no coaches in E.I.A.S.L.
5. If a team questions if players are registered with the league or not, write down the players number (or name) in question and report to Referee Officer to deal with after game.
6. If a team has fewer than 7 players, the match will result in a forfeit with a 0-3 loss. A “friendly” match may still be played, but must consist of E.I.A.S.L. registered players (no walk-ons or underage players) and card penalties will still ensue. This "friendly" match is considered a sanctioned game and cards can be given.
7. The football goal posts extend over the soccer field. A ball that touches either of these is considered out of bounds and awarded as a goal kick or corner kick.