

DESERT ELITE SOCCER LEAGUE

Official Rules

- 1. Categories:** This is an invitation only event open to teams with players born in years 2014, 2013, and 2011.
- 2. Application Fee:** Each team that participates in the DESL must submit \$750.00 (9v9), \$850 (11v11). There will be no refunds once your team has been accepted. This is an annual commitment to participate in all(2) DESL weekends.
- 3. Laws of the game:** All matches will be played in accordance with FIFA Laws of the Game, except for what has been modified in this rules sheet AND THE NEW USSF MODIFICATIONS.
- 4. Registration and Team Eligibility:** Each team will consist of players that are registered in USSF, FIFA or an affiliate league for the 2024-2025 seasons.
- 5. Roster Size:** U10 – U12 (9v9) will be 18 players. U13 and above (11v11) will be 22 players.
- 6. Substitutions:** substitutions are allowed with Referee's approval at the following times: throw-in from either team, any goal kick, injury, after a goal, at half time, as a substitute for a yellow-carded player. Free substitution is allowed at all age groups.
- 7. Bracket Allocations, Game Schedules and Score Reporting:**

Each age division will be comprised of 3 teams from each city/region. Each team will play the three teams from the opposing city/region twice: once in El Paso (NOVEMBER 9-10, 2024) and in Midland/Odessa (MAY 17-18, 2025).
- 8. Bracket Standings:** Bracket standings will be determined by the following point system and in the event of a tie, bracket winner and runner-ups will be determined as follows:
 - 3 points for a win
 - 1 point for a tie
 - In case of a tie, a PK shoot out will determine the winner of 1 extra point.
 - 0 points for a loss
 - A. Goal differential (no maximum goals)
 - B. Goals For
 - C. Goals Against
 - D. Most Shutouts
 - E. Penalty Shoot out
- 9. Game Lengths:**

9V9	Two 30-minute halves	5 minute half-time
11V11	Two 35-minute halves	5 minute half-time
- 10. In the event to a tie in a DESL game:** "kicks from the penalty mark as outlined in the FIFA Laws of the Game (page 52, English version) will be used to determine the winner of 1 extra point".
 1. 9v9: 5 PKs from 9 yards out, followed by sudden death if no winner is declared after 5 PKs
 2. 11v11: 5 PKs from 12 yards out, followed by sudden death if no winner is declared after 5 PKs
- 11. EJECTIONS/DISCIPLINARY ACTIONS:** USCS rules prohibit any coach, spectator or player ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during their suspension. A coach, spectator or player receiving two cautions (yellow cards) in a single match is considered to have been given an ejection (red card). A player who has been ejected (sent off), shall not be replaced.

- Coaches or players that receive 2 cautions (yellow cards) and are sent off, will be ejected from that game but may participate in the team's next game.
- Coaches or players shown a direct red card will be ejected from that game and will be suspended for the team's next game.

Red cards(ejections) will be reported to league officials on the referee's official game report. IT IS THE RESPONSIBILITY OF THE HEAD COACH TO ENSURE THAT NO SUSPEDED PLAYERS PLAY IN SUBSEQUENT GAMES. If a coach plays a suspended player the game will be lost via forfeit by the offending team regardless of match type or score.

ZERO TOLERANCE FOR VIOLENCE:

PLAYERS:

- A player who has been ejected for **VIOLENT CONDUCT** shall not be allowed to participate in the next **TWO** scheduled matches (subject to review by the League committee).
- **FIGHTING** will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will receive a minimum TWO game suspension and are subject to a longer suspension based on severity of aggression and pending league official's decisions.
- Referees will do their best to identify players that are involved in violent conduct and only those players will be punished. If violent conduct turns into a larger altercation the whole team will be subject to disciplinary actions.
- If, in the opinion of the Center Referee, a match must be terminated due to violent conduct, the offending team forfeits that match. If no offender can be clearly identified the game will be called a **NO CONTEST** and no winner will be named regardless of match type or score. (INCLUDING PLAYOFFS AND FINALS)

FIGHTS OR UNCONTROLLED VIOLENT SITUATIONS:

- In case of a violent situation within the field, coaches with valid IDs and Referees are the only authorized adults that may enter the field to control the situation.
- If a parent or spectator enters the field, it will be considered a FIELD INVASION.
- Every instance of field invasion will be subject to a minimum **2 game spectator suspension**. This suspension may be extended based on the severity of the incident.
- If spectators engage in a fight or violent situation before, during, or after a match the offending team forfeits that match. If no offender can be clearly identified the game will be called a **NO CONTEST** and no winner will be named regardless of match type or score. (INCLUDING PLAYOFFS AND FINALS)
- If spectators engage in a fight or violent situation the entire teams' spectators will be subject to suspension based on severity and pending league officials' decision.

Field Invasion

Any field invasion by a spectator to incite or participate in a violent act will result in the offending team forfeiting the match regardless of the score or match type. A spectator must refrain from entering the field and let match officials and coaches handle in-game situations. Team will be subject to suspension from the event with no refund in the event of any pitch invasion.

ZERO VIOLENCE AGAINST MATCH OFFICIALS.

Due to recent unfortunate circumstances, CSE has instilled the following: Any violence whatsoever by a player, coach, or spectator against a match official will result in the immediate ejection of the team involved from the event. No refunds will be issued.

Coach And Spectator Expected Behavior

- Coach Behavior and Consequences

- Coaches will be held to the highest standard and we expect every single coach to behave in a manner that aligns with the values of this league. Coaches will be respectful, supportive, and will do their best to promote good sportsmanship and fair play, so that in return they may instill in their players the same values.
- In the event that a coach is being disrespectful, rowdy, or showing poor sportsmanship the following will apply:
 - The coach will be given a verbal warning and will be shown a yellow card (caution).
 - If coach continues to display the same behavior, they will be shown a red card and asked to leave the fields.
 - If coach does not leave, the game will be forfeited by the offending team regardless of the score or match type. If there is no other coach present with a valid and present coach ID the game will be forfeited by the offending team regardless of the score or match type
- **Parent Behavior/Consequences**
 - Parents and Spectators are expected to behave in a manner that aligns with the values of this league. Parents and Spectators will be respectful, supportive, and will do their best to promote good sportsmanship and fair play.
 - In the event that a parent or group of parents are being disrespectful, rowdy, or showing poor sportsmanship the following will apply:
 - Referee will verbally warn head coach and ask them to control their spectators.
 - If behavior continues, coach will be shown a yellow card (caution)
 - If behavior continues, head coach will be shown a second yellow card, subsequent red card, and will be sent off.
 - Game will continue if coach leaves, and spectators improve their behavior. If those two things do not happen, game will be stopped and forfeited by the offending team regardless of the score or match type. If there is no other coach present with a valid and present coach ID, the game will be forfeited by the offending team regardless of the score or match type

12. **Forfeits:** The scheduled game time is forfeit time. Referees will declare all forfeits. A game that is forfeited will be scored 5-0.

13. **Coach's Responsibilities:** Coaches are responsible for their team preparation, being on the correct field at the scheduled time, their own substitutions, and for the conduct of their players, bench, friends and spectators at all times.

14. **Jersey color conflict, player credentials, uniforms:**

- **Home team is responsible to change on request of the referee**
- A physical or virtual Official DESL Roster is to be present and available before each game for check in.
****A player will not be allowed to play if they do not have a player card or are not on the roster**
- Uniforms: Every player must have the same uniform. If a player does not have the uniform, they must wear a solid-colored jersey or t-shirt that matches the rest of the team.
- Jersey Numbers: Every player must have an individual jersey number, and that number cannot be repeated. The jersey number of each player must be the same as the player's jersey number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same.

15. **Player Equipment:** Shin guards are required for all players (**NO EXCEPTIONS**). No hard casts are allowed. Soft casts are allowed with the permission of the Tournament Directors.

16. **Game Ball:** Each team must provide a FIFA approved game ball.

17. **Awards:** Custom medals for 1st through 3rd place. First-place and second place teams will receive a team trophy.

18. **Protests and Disputes:** Decisions by field officials (Referee) are **FINAL**.

19. Mandatory Online Check In: All teams must register their teams with the appropriate documentation in order to participate in the DESL.

20. OFFSIDES: 9V9 AND 11V11 DO HAVE OFF SIDES.

Division Specific Rules:

9v9

- BALL SIZE: 4
 - EACH TEAM MUST PROVIDE 1 GAME BALL
- **(U11)** HEADERS: DELIBERATE HEADING IS NOT ALLOWED.
AN INDIRECT FREEKICK WILL BE AWARDED TO THE OPPOSING TEAM AT THE SPOT OF THE OFFENSE. UNLESS THE FOUL IS WITHIN THE GOAL AREA IN WHICH CASE AN INDIRECT KICK WILL BE AWARDED OUTSIDE THE GOAL AREA.
- **(U12)** HEADERS ARE ALLOWED
- PK'S: YES
- OFFSIDES: YES

ALTERNATE MATCH SCHEDULING

DESL organizers have the authority to alter the schedule, move matches to the next day or move match sites for the good of the tournament.

INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY

Matches will be played in all weather conditions, unless the Center Referee or Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYSA/US Club regulations. The Tournament Committee will do everything in their control to make sure all matches are played, but if it is out of their control, the standings at that time will be final. No refunds will be given!

Contingency Plan:

Plan A: All matches will be played as scheduled.

Plan B: Shorten all first round matches to (15) halves.

Plan C: Plan B plus shorten all second round matches the same.

Plan D: Plan C plus shorten all third round matches the same.

Plan E: In the event the fields become totally unplayable or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.

SCORE REPORTING:

DESL Directors and or DESL staff are responsible for reporting scores and posting them online. Referees turn in game cards to field marshals and marshals turn in cards to committee. Official scores are kept on score cards at DESL office. An official team representative is required to sign and approve game cards after each match.