



AYSO Adult Soccer League 5043

Additional League Rules

All games in the adult league shall be governed by FIFA's Laws of the Game and USSF policies. In addition to that, below are some additional local and FIFA rules that have been modified for the purpose of the Adult League.

Player Equipment

- Sport watches and Fitbits are allowed, if the player covers them with an arm band.
- Earrings, if they can be removed, must come off before every game. Stud earrings which cannot be removed can be covered with tape.
- No chains, necklaces, or any other jewelry is allowed.

Start and Restart of the Game

- There is no coin toss. Home team (Northeast side of the field – parking lot). Visitor team kicks off.
- The teams playing should provide 3 balls for the game to the referees before the start of every game.
- The game clock starts at 4:00 PM, 5:45 PM, and 7:30 PM, irrespective of the teams being ready to play.
- Each half is divided into three 15-minute periods. During the regular season, the duration of the breaks is up to the players. During the playoffs, the referee shall blow the whistle at 1 minute to return the teams to the field.
- The second half game clock starts at 4:50 PM, 6:35 PM, and 8:20 PM, irrespective of the teams being ready to play.

Ball kicked over the fence

- When a player kicks the ball over the fence, any player from the player's team must go and get the ball. The player who kicked the ball over the fence does not have to leave the pitch.

Dispensation of corner flags

- The two teams playing the last game of the evening are responsible for putting the corner flags back in the storage room.
- The storage room is in the parking lot outside of the field and is not the one between the restrooms.

Substitutions

- Substitutions are allowed on Ball Advantage only. Any player, manager, or captain from the Ball Advantage team can call for substitution at any point in the game. Once a substitution is called, the opposing team is also permitted to make a substitution at that time.
- Both teams can substitute players on period breaks, goal kick, kick off, or injury.
- All substitutions are made only with the referee's permission. Player(s) must leave the field of play before the substitution enters.

Sliding and Diving

- Sliding or diving in the proximity of another player will be an automatic yellow card. This applies to all players, including the goalkeeper. The proximity area is based on safety and is at the discretion of the referees. The restart is an indirect free kick to the other team.

Cautions and Send-offs

- Yellow Card Rule: A player who receives a yellow card must leave the pitch for a period of 5 minutes of play. In the regular season, the cautioned player may be substituted by another player from the same team with the referee's permission. In the playoffs, the cautioned player's team must play a player down for 5 minutes.
- Red Card Rule: A player can receive a red card for DOGSO, serious foul play, biting or spitting at someone, violent conduct, using offensive, insulting, or abusive language and/or actions, or a second yellow card during the same match. A player who receives a red card must leave the pitch for the rest of the game. In the regular season, the sent off player may be substituted by another player from the same team with the referee's permission. In the playoffs, the sent off player's team must play a player down for the remainder of the match.

Female player on the Pitch

- There is no requirement for a minimum number of female players to be present on the pitch.

- Playoffs:
 - If at least one female player from a team shows up to play, the team can play with 11 players on the pitch. The female player must participate in a minimum of 3 playing periods unless she is injured. During her substitution, the team can play with 11 male players.
 - If no female player from a team shows up to play, the team is limited to a maximum of 10 male players on the pitch.

Playoffs

Every player on the team who shows up to play must play a minimum of 3 periods (half game), except for injuries.

- Week 1: Interpool play. Games can end in a tie.
- Week 2: Interpool play. Games can end in a tie.

Points System: An accumulated point system will be used as follows.

6 points for a win.

3 points for a tie.

0 points for a loss.

1 point for up to 3 goals scored (win or lose).

9 points for a Forfeit. A forfeit is a 3-0 score for the winning team. A team cannot forfeit if it has a minimum of 7 players available to play.

Tie Breaker

1. Head-to-Head matchup (during playoffs only, if applicable).
2. Fewest goals allowed.
3. Goal difference. (up to a maximum of 3 goals difference per playoff game)
4. Fewest numbers of yellow and red cards (during playoffs only). Each red card counts as 2 yellow cards.
5. Coin toss.

Top 2 teams from each pool the highest points after the first 2 playoff weeks move into the Semi Finals.

- Semi Finals. Pool A-1 vs Pool B-2, and Pool B-1 vs Pool A-2.
- Championship Week: Winner SF1 vs Winner SF2

Semi Finals and Championship games cannot end in a tie.

If the match ends in a tie after regulation time, the winner will be decided by FIFA Kicks from the Penalty Mark. Any player who has participated in at least one period is eligible to take a penalty kick, regardless of whether they were on the field during the final period. The team shall pick the 11 players who can take the penalty kicks.