



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, as long as 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 a tape.
- No chains, necklaces, or any other jewelry is allowed.

Start and Restart of the Game

- There is no coin toss. Visitor team (South East side of the field) kicks off.
- 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 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 located in the parking lot outside of the field and is not the one between the restrooms.

Substitutions

- Substitutions are made at period breaks unless a player on the field requests to be substituted.
- All substitutions are made only with the referee's permission. Player(s) must leave the field of play before the substitution enters.
- Substitutions are allowed on Ball Advantage only. If the advantage team calls for a substitution, then the other team is allowed to substitute as well at that time. Goal kick, kick off, or injury are the exceptions.

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

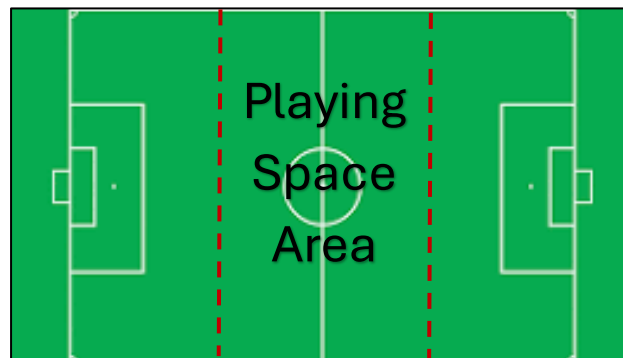
- Yellow Card Rule: A player who receives a yellow card must leave the pitch for a period of 5 minutes of play. In the regular season, the cautioned player may be substituted by another player from the same team with the referee's permission. In the playoffs, the cautioned player's team must play a player down for 5 minutes.
- Red Card Rule: A player can receive a red card for 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.
- DOGSO (Denying an Obvious Goal-Scoring Opportunity) in the regular season results in a yellow card for the player committing the infraction. The yellow card rule applies.

- DOGSO (Denying an Obvious Goal-Scoring Opportunity) in the playoffs results in a red card for the player committing the infraction. The red card rule applies.

Female player on the Pitch

- Regular Season – no minimum number of female players need to be present on the pitch.
- Playoffs – A minimum of 1 female player must be present on the pitch at all times. If there are no female players on the pitch, the team must play a player down. However, if the team has a maximum of 10 or less players, the team plays as is without a further player reduction.

“Playing Space” for Female Players



“Playing Space” means the following:

- Opponents are not allowed to approach aggressively (speed of approach) towards the female player.
 - Tackles and other physical challenges are not allowed towards the female player.
 - Opponents can challenge the ball, move to block progress, and take the ball away from the female player, so long as it is not aggressive and without physical contact.
 - Aggressive approach includes the speed of approach towards a female player and pertains to 50/50 balls as well.
- No “Playing Space” for a female player when there is a contest between two female players.
 - No “Playing Space” for a female player when a female player initiates contact with a male player.
 - No “Playing Space” for any player outside of the “Playing Space” area of the pitch.
 - The restart for a “Playing Space” infraction is an indirect free kick for the other team.

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.
4. Fewest numbers of yellow and red cards (during playoffs only). Each red card counts as 2 yellow cards.
5. Coin toss.

Top 4 teams with the highest points after the first 2 weeks move into the Semi Finals playoffs week.

- Semi Finals. 1 vs 4, and 2 vs 3.
- Championship Week: Winner SF1 vs Winner SF2

Semi Finals and Championship games cannot end with a tie. In case of a tie at the end of regulation time, two (2) overtime periods of 5 minutes shall be played. In the case of a tie at the conclusion of the two overtimes, the winner shall be determined by FIFA Kicks from the Penalty Mark.