



# SOCCKER RULES

**SPIRIT OF THE GAME**  
**COMPETITIVE PLAY IS IMPORTANT, BUT NEVER AT THE EXPENSE OF**  
**FOLLOWING THE RULES, RESPECTING OTHER PLAYERS, RESPECTING THE**  
**BAR/FACILITY, AND HAVING FUN!**

## I. General Rules

- A. **SCHEDULE:** All Games are to be played at the same time, date, and place specified on the schedule.
- B. **ROSTER:** Each team can have as many players as they choose.
- C. **FORFEITS:** Game time is FORFEIT Time. We encourage all players to arrive at the field 10 minutes before the game starts.

At the discretion of the League Ambassador, they may add a 10 minute grace period from the game time in order to avoid a forfeit, but the game clock will start on game time.

### i. Minimum to start the game varies on format size:

Format	Minimum # of Players to Start official game (# of gender minority players to avoid a forfeit)	Maximum number of gender majority players on the field
6 v 6 mixed	4 (1 gender minority)	4
7 v 7 mixed	4 (1 gender minority)	5
8 v 8 mixed	5 (1 gender minority)	5

- ii. Forfeits will be scored as a 5 – 0 final match score



- iii. Teams forfeiting more than two league games will not be eligible for the playoffs. Teams forfeiting three or more games will be removed from the schedule. Refunds are not distributed in these instances.
- iv. If you are aware of any dates that will not work for your team, please let your team captain know to put in a schedule request before the start of the season. Team captains can put a schedule request with additional payments through the website

**D. NO SHOW OFFICIALS:**

Teams have a choice to self-officiate or mutually agree upon an official (team member or spectator). Games will not be rescheduled. Game will count as an official game.

**E. ROSTER CHECKS:**

Roster checks will be conducted before the start of each playoff game. Roster checks may be done randomly during the regular season, at the League Ambassador's discretion.

**F. RAIN OUTS:**

Check ASSC's website for possible rainouts. Games will be rescheduled for the end of the season, or as part of a doubleheader on certain league nights. **ASSC reserves the right to shorten the season or move games to other than normal league nights due to excessive cancellations.** [Review the weather policy here.](#)

**G. SPORTSMANSHIP:**

Any player who is deemed to be excessively competitive and/or overly aggressive may be removed from competition at the discretion of an ASSC staff member.

- i. If a player creates unsafe playing conditions where the game cannot be continued, the violating team will be disqualified from the game and it will count as an automatic forfeit.

**1. PLEASE KEEP IN MIND THAT THIS IS A SOCIAL LEAGUE INTENDED FOR FUN!**

**II. Equipment**

Jewelry (Including glasses) must be secured in place during ASSC Play. Referees or League Ambassadors may determine that jewelry can be dangerous and ask the player to remove them during or before the game. Hats are not allowed in any ASSC soccer match.

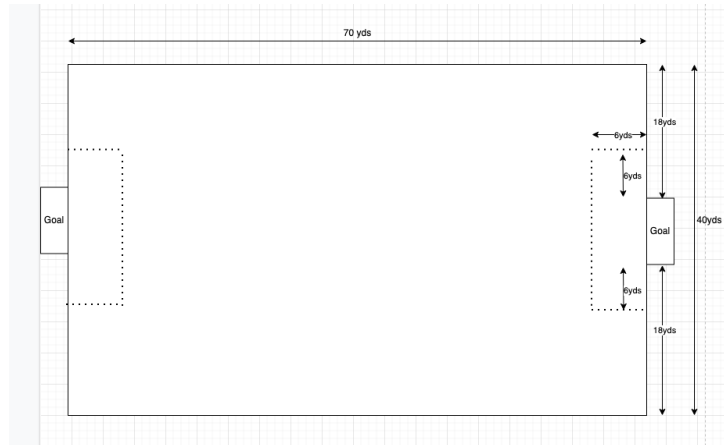
Cleats and shin guards are allowed, but not required. Metal cleats and Screw-In Cleats are BANNED from ASSC play. Anyone deemed playing with metal or screw-in cleats will be immediately disqualified from the game.

Games will be played with Size 5 soccer balls.



### III. Format

#### A. FIELD SPECIFICATIONS



The field specifications may change depending on the field location and may vary slightly.

#### B. SCORING:

When a goal is scored it counts as one goal whether a gender majority or gender minority player scored it.

If the game is tied at the end of regulation during the regular season, the game is considered a draw

#### C. MERCY:

If AT ANY POINT IN THE GAME, a team is up by 8 or more, they will drop down to 6 players on the field. If the opposing team can make up at least half of the point differential, then they can put their 7th player back on the field.

#### D. GAME PLAY TIME AND HALFTIME

Games are played in two, 25-minute halves separated by a halftime break (typically 3 minutes, 5 minutes max.) There will be a running clock maintained by a referee and/or league ambassador. The clock will not stop for any reason.

#### E. TIMEOUTS

There are no timeouts in ASSC Soccer, but captains may agree to a water break(s) before the game with approval from both teams, referee, and league ambassador. The agreement must be reached with all parties BEFORE the game. Clock will still be running at this point.



## IV. Gameplay

### Offside

- There are no OFFSIDES in ASSC games and offside will not be called

### Direct vs. Indirect Kicks

- **All Kicks are INDIRECT in ASSC soccer leagues**
- **PENALTY KICKS ARE THE ONLY EXCEPTION TO THIS RULE**

### Throw Ins

- A ball that completely crosses the sideline is ruled out of bounds, and is followed by a throw in.
- A throw in must take place with both the player's feet on the ground, and thrown overhead.

### Goalies

- The goalie is allowed to either throw or drop the ball and play from their feet. **PUNTS AND DROP KICKS ARE NOT ALLOWED.** A goal can not be scored off of a goal kick, another player has to touch the ball at any point before a goal is scored after a goal kick.
- **All goal kicks must be played from the ground in the box.**
- A goalie is allowed to use his or her hands inside the goalie box. Once a goalie has possession of the ball inside the goalie box, no player may attempt an action to dislodge the ball from the goalie's possession.
- The goalie has six (6) seconds to get rid of the ball after making a save. Goalie may throw or drop the ball. They may also during that time, hold the ball, bounce it, or throw it in the air and catch it.
- If a ball is passed (kicked) to a goalie inside the penalty or goal box by his/her own team, they may not pick it up. If a ball is kicked by the opposing team or headed by any player the goalie may pick it up.

### Contact/Fouls/Penalties

- Bicycle kicks are not allowed, even inside the goalie box. A bicycle kick is a mandatory yellow card and it will be up to the official to determine if the infraction warrants a red card and game disqualification.
- ASSC officials will call contact that does not yield an advantage for the team that did not commit the foul. While some contact is inevitable, contact is not allowed, and will be penalized.
- **THERE IS NO SLIDE TACKLING IN ASSC SOCCER.**
  - A player that slides will be issued a yellow or red card depending on the severity and the situation of the slide. A player generally should not leave their feet unless they are heading a ball.



- A player that commits a severe foul, taunts an opponent, curses at an official or an opposing player, or intentionally prevents a breakaway player from scoring will be issued a card depending on severity.
- Excessive celebration can also warrant a card.
- Any foul that is deemed by an official to be dangerous or outside the spirit of the game can be issued a red card. These include actions that are more severe, but would normally warrant a yellow card. Any sliding that makes contact with an opposing player is automatically given a red card.
- A player that receives two yellow cards or one red card is automatically ejected from the game. The league administrator will then review the severity of the actions and determine further punishment. Punishment can include but is not limited to suspensions and league expulsion.
- A team that receives four yellow cards or two red cards automatically forfeits the game, and will not be allowed to continue. The league administrator will then review the severity of the actions and determine further punishment. Punishment can include but is not limited to suspensions and league expulsion

### **Handballs**

- A handball is defined as being from the shoulder down, with the hand or arm located away from the body and causing the ball to change course.
- A handball should not be awarded if a player is ruled to have handled the ball accidentally close to the body and does not make the body unnaturally bigger.
  - This refers to a player either attempting to protect himself from injury, for example by placing the hands in front of the face and then being hit by the ball, or a player being hit on the arm by the ball without moving towards the ball and without being able to move out of the way.
- A handball inside the goalie box is a penalty kick for the other team. All other handballs are indirect kicks at the spot of the foul.

### **Cards and Major Infractions**

- Please note that this is a coed league with the primary intent of allowing players to have fun while protecting their safety. The referee or the staff can yellow card, red card and dismiss any player, coach or fan if they deem their actions and activities to be a hazard or overly aggressive play for the coed league.
- **Yellow Card may be issued for (but are not limited to)**
  - Swearing, gesturing at, or arguing with any player
  - Arguing with the referee



- An intentional (in the eyes of the referee) kick, trip, jump at, strike, hold, push, or charge from behind or violently charge an opponent
- Overly aggressive play
- Slide tackling
- If a player receives a yellow card (warning) for any reason, they will be required to **sit out of the game for three minutes**.
  - The team will be able to substitute a player for the yellow card recipient. The referee will let the player/team know when the three minute “penalty” has expired.
    - If a team is short players, they will have to play down a player until the penalty expires. The only exception to this rule is the goalie. The goalie may stay on the field unless the referee decides that the goalie must come off for other reasons or is deemed endangerment to players, ref, and/or staff.
- If a player receives two yellow cards in one game, they will be ejected, and their team will need to play one player short for the remainder of the game.
- **Red Card may be issued for (but are not limited to)**
  - Fighting, swearing, gesturing at, or excessive arguing with the referee
  - Two yellow card violations
  - Multiple instances of excessively dangerous play as deemed by the referee
  - Spitting, striking, any serious foul play, and/or violent conduct to any ref, staff, player
    - In this scenario, the league will review and extra suspensions/ penalties may apply to that player or team.
    - Staff and referees will be required to report these occurrences to be reviewed and investigated.
- If a player receives a red card for any reason, he/they will be ejected and their team will need to play one player short for the remainder of the game.

- **Other Rulings:**

- Any rulings that are not covered in this rulebook will default to the International Football Association Board (IFAB) Soccer (Football) Rulebook.



## V. PLAYOFFS

### A. GENERAL INFO

- i. The playoffs begin the first week after all regular season games have been played.
- ii. MANDATORY ID checks will be done by your League Ambassador before playoff games
  1. Rosters are finalized on Weeks 5 (or 6). If there needs to be a substitute or a replacement, please do so before the roster cutoff date.
    - a. ASSC may make special exceptions under certain circumstances
    - b. Any teams found playing a non-rostered player will automatically forfeit and be counted as a loss.

### B. SCORING AND GAMEPLAY

- In the event of a tie during the playoffs, there will be a five-minute overtime period with the next team to score will determine the winner (Golden Goal).
- If after this overtime period and a tie still stands, a shootout will occur, and will last until one team is declared the winner.
- The shootout will consist of 3 shooters (1 being a gender minority). If still tied after the first 3 shooters have gone the shootout will go to sudden death. Each team will alternate shooters (every 3rd shooter must be gender minority) until a winner is declared.
  - If a team has only one gender minority they may kick multiple times
  - If the team has two gender minorities and one is the goalie, they both have to kick and rotate through the lineup.
  - If a team has 3 gender minority players, and one is the goalie, they does not have to shoot, the other two gender minority players can alternate the shots.
- All gender majority players must shoot (minus the goalie) before the order can be restarted.

### C. SEEDING

The top four teams with the best records will advance to the playoff rounds.

- Additional teams may be added to the playoffs for leagues with 13 or more teams.
- Tie-breakers will be decided as followed:
  - Total Standing points
  - Point Differential
  - Head to head
  - Coin Toss

