

AVSL Game Rules

HAVE FUN & PLAY SAFE!

FIFA rules (2022-2023), except as otherwise noted

For new Law changes, see 2022-2023 IFAB Updates

1. 30 min halves
 - Clock starts at Kick off or 5 mins after scheduled start, whichever is first.
 - 5 min Half Time Break
 - Game must end 5 min before scheduled start of next game
2. Home Team starts with kick off.
 - Attacking directions determined by first team as they arrive.
3. Minimum 8 players from each team required.
 - If team does not have 8 players by 10 mins after scheduled kickoff, opposing team takes 1-0 forfeit, and still play a "friendly"
 - Any team with under 12 players, may borrow to get up to 12 (11 +1 Sub), with approval from opposing Team Captain.
 - No restriction on borrowing a Goal Keeper, except borrowed Goal Keeper may only play that position
 - Borrowed Players may not take Penalty Kicks
4. Rolling substitution
 - Play is not stopped. Substitute as needed during play.
 - Dedicated stoppage about 1/2 way through each half for substitution
 - On hot days, 1 min cooling break, given approx. 1/2 way through each half
5. No slide tackling when challenging. Exceptions below:
 - Allowed by GK, in Penalty area only.
 - To save or clear ball, when no other players in immediate playable vicinity of ball.
 - A slide tackle is defined as entire body moving across playing surface to the ball, not just a poke or sweep of an extended leg/foot
6. No charging the Goal Keeper in Penalty Area (automatic yellow).
 - 50/50 Ball in Penalty Area with GK, is automatically GK's ball.
 - Attacker with possession of ball, within playing distance of ball is not 50/50.
7. No forceful charging of players.
8. Number of Female players versus Male players on the field is not restricted.
9. No Male to Female charges.
 - Applies outside Female player's attacking penalty area only.
 - May challenge for ball with feet only.

10. No arguing with Referee (automatic yellow)
 - Team Captain may respectfully talk with Referee(s) only
11. No profane or vulgar language.
12. 13 weeks of Regular Play, followed by 4 weeks of Playoffs. All teams play all 17 weeks.
13. Rostered athletes must participate in at least one regular season game to be eligible to participate in playoffs.
14. Playoff Games, Weeks 14-17
 - Coin toss decides kickoff and directions
 - On games requiring a winner, If game is tied or becomes tied within 5 mins of end of game, game is stopped and we proceed directly and immediately to Kicks from the Mark (primarily only last 2 weeks)
 - No Borrowed players may participate in Kicks from the Mark
 - Only team players on field when games goes to Kicks, may participate in Kicks from the Mark.
 - Determination in Kicks from the Mark is standard procedure until there is a winner: 5v5, then 1v1 if necessary.
 - Borrowed players only at the discretion of opposing team Manager/Captain, and Referee notified. Opposing players may not then be revoked, except by arrival of regular team players.
 - No restriction on borrowing of GoalKeepers, except that they may only play a Goal Keeper position
15. Yellow card offender must leave field for 5 minutes
 - 3 yellow cards accumulated (over multiple games) = out for 1 game
 - 1 red card = out for remainder of game and next game
16. Repeated violation of rules may lead to expulsion from League
 - Refer to the league's fair play pledge.
 - HAVE FUN!

Significant Law changes 2022-23 (IFAB)

- During Penalty kicks, the Goal Keeper must have at least 1 foot on or behind the Goal line.

Point System for Games

3 points for win

1 point for tie

0 points for loss

AVSL Fall 2022 Playoff Structure

1. Rounds 1 & 2, Weeks 14 & 15. Used to determine final 2 weeks of bracketing
 - 3 point system: 3 for a win, 1 for a tie, 0 for a loss.
 - Top 3 teams (ranked 1, 2, 3) are seeded with 2 bonus points each to start.
 - Middle 4 teams (ranked 4, 5, 6, 7) are seeded 1 bonus point each to start.
 - Bottom three (ranked 8, 9, 10) get no bonus points.
 - The extra seeding points awarded to higher teams ensure they have a higher likelihood of advancing into the championship bracket with a 1-0-1 record in the first 2 weeks, while essentially guaranteeing that any team with 2 wins will also advance.
 - Goal Differential up to 5 goals/game will be used as tie breaker, if still tied, then initial seeding overrides.
 - Highest seeded teams (1-4) will only play lower seeded (5-10) teams.
 - During the game when #4 and #5 seeded teams play, there must be a winner. This avoids a tied game, where both potential championship teams could be eliminated. Tiebreaker rules for Playoff games apply.
2. Rounds 3 & 4 Weeks 16 & 17, are bracket play, no tied games. Tiebreaker rules for playoff games apply
 - Top 4 teams after rounds 1 & 2 advance to normal seeded Championship round, "Get the Pitcher Ready" bracket, to determine 1st-4th place
 - Bottom 6 move to the "Almost Made it" bracket, to determine 5th-10th places. Goal differentials matter in this bracket, to determine 5th v 6th, 7th v 8th, 9th v 10th brackets.