1. Team formations numbers
   1. For Fall and Spring Season play 9v9 – Team numbers are limited to
      1. Maximum of 20 players per team
      2. Coed teams must have at least 1 woman per team.
   2. Indoor Play 6v6
      1. Maximum of 12 players per team
      2. Coed teams must have at least 1 woman per team.
2. Game Play – 9v9, 6v6
   1. Coed teams will have at least 1 woman on the field, if there is no woman, the team will play down a player.
   2. For 9v9 play there must be at least 7 registered players for a game to proceed.
      1. For coed games, a team can play down to 6 if no woman is present to start, if a woman is present there must be a minimum of 7. Up to 2 players can be borrowed from another team to allow the game to proceed, if there is no woman they must still play down players.
      2. During Playoff games, there is no borrowing of players except for consolation games.
   3. For 5v5 play there must be at least 4 registered players for a game to proceed.
      1. For coed games, there must be at least 4 players for a game to proceed.
   4. For 6v6 play, there must be at least 5 registered players for a game to proceed.
      1. For coed games, there must be at least 5 players for a game to proceed.
   5. If both teams cannot field the minimum # of players: the match is a no-show resulting in zero (0) points to both teams.
   6. If one team can field the minimum number of players & the other cannot: the match is a forfeit resulting in eight (8) points to the non-forfeit team [1-0 score].
3. No slide tackling, except by the keeper in the penalty area. All slide tackles are treated as dangerous play and an Indirect Free Kick is awarded, unless in the opinion of the Referee a direct Free Kick is to be awarded due to serious foul play as a result of the slide tackle.
4. At the kick off, the ball must be put into play to score a goal (i.e. a second player must touch the ball to shoot).
5. 5v5 or 6v6 – goals are scored in the attacking half of the field.
6. 5v5 or 6v6 – goal kicks must touch a player before crossing the halfway line. Restart is a kick in at touchline and halfway line for the other team.
7. 5v5 or 6v6 throw-ins are kick-ins.
8. 9v9 Penalty kicks are taken by women at the PK location; if no woman is present the PK is taken at the top of the penalty area by a man.
9. 5v5 or 6v6 penalty kicks are taken at midfield by anyone.
   1. Penal fouls in the attacking half of the field are awarded a PK at midfield.
10. Match Duration
    1. All matches will be shortened appropriately by the Referee for not starting on time.
    2. 9v9 - 35 minute halves
    3. 5v5 – 30 minute halves
    4. 6v6 – 30 minute halves
11. Point system is used for tracking placement into the Playoff tournament
    1. All teams playing during the season are invited to play in the playoff tournaments.
    2. Points will be awarded to determine the playoff games. If there is an odd # of teams, then the team in 5th place will be awarded a bye for the first round of playoffs for the second round of 4 teams.
    3. Points awarded for game play
       1. 3 points for a WIN
       2. 2 points for a TIE
       3. 1 point for each goal (up to a maximum of 3 per game)
       4. 1 point for a SHUTOUT
       5. 5 points for a FORFEIT
    4. If there is a tie in total points at the end of pool play, the following tie breakers will be used in the following order to determine the winner:
       1. Head to head competition
       2. Fewest goals scored against
       3. Most goals scored
       4. Fewest red and/or yellow cards received (red cards will count as the equivalent of 2 yellow cards)
       5. Coin toss
12. There will be no overtime periods during preliminary/pool play matches.
13. Registration of players and roster changes are closed without permission from League Managers after the following dates: Spring Season after May 1; Fall Season after Sep 20. No roster changes will be allowed 1 week prior to commencement of Playoff games.
14. If the championship or semi-final match is tied after regulation time and daylight permits:
    1. A maximum of two 5 minute overtime periods will be played
    2. The full 5 minutes will be played. If the match is still tied at the end of the first 5-minute overtime period a second 5 minute overtime period will be played.
    3. Teams will change halves prior to each overtime period.
    4. There is **no** "Golden Goal"
    5. If no goals are scored during the overtime periods or the match is still tied, then the match will be decided by kicks from the penalty mark. FIFA instructions (Procedures to Determine the Winner of a Match) for the taking of kicks from the penalty mark will be followed. All players will be permitted to participate. Kicks from the Mark will follow outline rules as stated in rules 8 or 9 above respectively.
    6. If the referee team determine that there will NOT be enough daylight to safely complete a minimum of one (1) overtime period and kicks from the penalty mark then they will go to directly to kicks from the penalty mark to determine match winner.
15. Coach/Team Manager must have copies of signed player code of conduct and must be in the coach's possession at all games. These forms shall be subject to inspection by the referee at check-in, if requested. In the event that a coach does not have a player's code of conduct the player may not participate in the match.
    1. Player Photo’s/ID’s will be created. If we can add a photo to each team roster on sportslogic then they can be printed for the refs prior to each game. If not then ID’s will be maintained by a Coach/Manager and available before games as needed.
16. The Board will do everything possible to schedule referees for all matches; however, in the unlikely event no referee is available the match will not be played & the match will be recorded as a DOUBLE FORFEIT.
17. Line-up cards shall be properly completed, listing the players in numerical order and presented to the referees prior to the start of each game. This includes field info & time of match.
18. Any team that walks off the field of play or does not show up for any reason will forfeit the match. A 10 minute grace period in starting time may be allowed.
19. Poor weather conditions or unusual circumstances may be a consideration for match delay or for a particular team being late for its match. Only the Board may decide on these matters.

1. Coaches, spectators and players are expected to display good sportsmanship throughout the game play. Coaches will be held responsible for any action by the spectators or supporters. If for any reason the referee calls the match because of actions by spectators or supporters, the match will be forfeited to the opposing team with the existing score if the non-offending team is ahead. If the non-offending team is not ahead, the forfeit score shall be 1-0. In such an event, the match referee or Tournament Director may assign red card(s) to the spectator(s) for the purposes of the tie-breaker provisions for the tournament.
2. The team listed first on the schedule is the home team and should provide the match ball(s).
3. No alcoholic beverages, tobacco products, or noise makers are allowed. Spectators or coaches suspected of intoxication will not be allowed to participate in their scheduled matches.
4. NO PROTESTS WILL BE ALLOWED.
5. Matches will be played according to FIFA Laws of the Game rules, AYSO National Rules and NAASA0069 Guidelines unless modified by these regulations.
6. Substitution will be conducted on the fly with notification to the Referee. No team will need to wait for a stoppage in play to make a substitution.
7. Referees must report red and yellow cards immediately to the Adult League Administration.
   1. A red card, 2 yellows or a send-off in a match will result in a minimum one match suspension, and a $50 fine. This suspension can be increased or the player can be suspended for the remainder of the season at the discretion of the League Administration. The fine must be paid before the player can play, this carries over each season.
   2. A second red card or send-off will result in a 3 game suspension and a $100 fine. This suspension can be increased or the player can be suspended for the remainder of the season or indefinitely, at the discretion of the League Administration. The fine must be paid before the player can play, this carries over each season.
   3. A third red card or send off will result in a 7 game suspension and a $150 fine. This suspension can be increased or the player can be suspended for the remainder of the season at the discretion of the League Administration. The fine must be paid before the player can play, this carries over each season.

**\*\*The Concord AYSO NAASA 0069 Board or Administration reserves the right to modify these rules without notice. Updates will be posted to the Concord AYSO website and distributed to team managers.\*\***