

AASA Rules & Conduct (Reviewed Spring, 2017)

All AASA games consist of two 45-minute halves with a 5-minute halftime and no extra time (over time). AASA games play with a running clock, which begins at the scheduled kickoff time.

The league administrators have the right to shorten halves or stop games if they feel inclement weather or lack of light pose a hazard to the players. Any game that has finished at least one complete half will count as a finished match in the event it is ended early. See the detailed AASA Weather Policy page for more information.

All AASA Leagues

AASA games follow FIFA's Laws of the Game in most respects. The exceptions are listed below:

Equipment:

- New team shirts are provided by AASA each session and are yours to keep. (Moved to top)
- Players must use shin guards and wear socks that cover the whole shin guard.
- AASA recommends sports spectacles or protective goggles to cover normal glasses.
- AASA recommends that players remove all jewelry. Referees may prohibit players from wearing any jewelry, braces or clothing they deem unsafe.

Forfeits: All forfeits will be recorded as a 3-0 result.

Illegal Players: Teams found to be playing with illegal players (i.e., players not registered with AASA and/or not assigned to that team) will automatically receive a forfeit for that game and the player will be required to leave the field.

Yellow Card: Players issued a yellow-card caution must sit for at least two minutes. Their team plays down a player for two minutes.

Red Card: Players issued a red-card ejection must leave the field immediately. Their team plays down a player for four minutes.

Suspensions: Players receiving a red card automatically face a one-game suspension. Longer suspensions may result from dangerous conduct or persistent unsporting behavior. The

league has a no-tolerance policy regarding violence, and players who act violently toward other players, referees, or spectators at an AASA event may be permanently banned.

Slide Tackling: Slide tackling is not allowed in any AASA league. Goalkeepers may make sliding saves. This distinction is up to the referee's discretion.

Substitutions: Substitutions are unlimited, on-the-fly and do not require a referee's permission, except for a change of goalkeepers. Goalkeepers must substitute during a stoppage in play. Players should enter and leave the field near the team's bench area.

7 v. 7 Leagues

Number of players:

- **Minimum:** Each team must have a minimum of 5 players to begin a game. In the event that a team does not have 5 or more eligible players within 15 minutes of the scheduled kick-off, the match is recorded as a forfeit.
- **Maximum:** Each team may field 7 players (6 field-players and 1 goalkeeper) during play. In the event that one team has less than 7 players, the opposing team will be allowed to field up to 7 players at all times.

Dimensions

- Fields are half-sized field, with semi-circular shaped goal area (4 yards) and penalty area (12 yards).
- Goals are approximately half-sized.
- Penalty kicks are taken at the top of the Penalty Area arc. All players except the defending goalkeeper must be behind the ball.
- **Free-Kick Distance:** 8 yards (except for Penalties).
- **Officials:** 7 v. 7 games use 1 referee, who must monitor offside infractions at both ends of the field.

11 v. 11 Leagues

Number of Players

- Each team must have a minimum of 7 players to begin a game. In the event that a team does not have 7 or more eligible players within 15 minutes of the scheduled kick-off, the match is recorded as a forfeit.

- In the event that one team has less than 11 players, the opposing team will be allowed to field up to 11 players at all times.

Dimensions

Fields and goals should meet regular FIFA requirements

FIFA Rule Reminders

Players should be familiar with the following FIFA rules which are often misunderstood:

- The AASA uses FIFA's off-side rules.
- As the FIFA Laws of the Game state: "A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play..."
- There is no off-side offence when receiving the ball directly from a throw-in, corner kick or goal kick.
- A goal kick is not in play until the ball leaves the penalty area. A goal may be scored against the opposing team directly from a goal kick.
- In order to be out of play, the entire ball must cross the entire line. This applies to goals, throw-in, goal-kick and corner-kick situations.
- If a goalkeeper in their own penalty area handles the ball after it has been deliberately kicked to them by a team-mate, an indirect free kick is called for. Outside the penalty area, any handling of the ball calls for a direct free kick.
- A direct free kick is given when a player "deliberately handles the ball", per FIFA's Laws of the Game. This obviously includes grabbing, carrying or swatting at the ball, but also includes making oneself larger. Incidental or unavoidable contact with the hands and arms -- as often occurs after a mis-kick or deflection -- is not an infraction.

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AASA Rules & Conduct (Adam's OLD version)

All AASA games consist of two 45-minute halves with a 5-minute halftime and no extra time (over time). AASA games play with a running clock, which begins at the scheduled kickoff time.

7v7 leagues are played on half-size fields with half-size goals -- 11v11 leagues are played on standard size fields with full size goals.

The league administrators have the right to shorten halves or stop games if they feel inclement weather or lack of light pose a hazard to the players. Any game that has finished at least one

complete half will count as a finished match in the event it is ended early. See the detailed [AASA Weather Policy](#).

All AASA Leagues

AASA games follow IFAB (FIFA's) Laws of the Game in most respects. The exceptions are listed below.

NO SLIDE TACKLING: Slide tackling is not allowed in any AASA league. Goalkeepers may make sliding saves. This distinction is up to the referee's discretion.

SUBSTITUTIONS are unlimited, on-the-fly and do not require a referee's permission, except for a change of goalkeepers. Players should enter and leave the field near the team's bench area.

DIMENSIONS: 7v7 games utilize a half-circle shaped goal area and penalty area.

COOL-DOWN PERIOD: Players issued a yellow-card caution must sit for 2 minutes. The team must play down a player for the entire 2 minutes unless it concedes a goal during that time. Players issued a straight red-card ejection must leave the facility without delay. Their team will play down a player for 4 minutes unless it concedes a goal during that time.

Players receiving a red card generally face a one-game suspension. Longer suspensions may result from dangerous conduct or persistent unsportsmanlike behavior. The league has a no-tolerance policy regarding violence, and players who act violently toward other players, referees, or spectators at an AASA event may be permanently banned.

Teams found to be playing with illegal players (i.e., players not registered with AASA and/or not assigned to that team) will automatically receive a forfeit for that game and the player must leave the field.

All forfeits will be recorded as a 3-0 result. Double forfeits will be recorded as a 0-0 result.

Players must use shin guards and wear socks that cover the whole shin guard.

AASA recommends sports spectacles or protective goggles to cover normal glasses.

New team shirts are provided by AASA each session and are yours to keep.

7v7 Leagues

In the 7v7 leagues, each team fields seven players (six and a goalie) during play. In the event that one team has less than seven players, the opposing team will be allowed to field 7 players at all times.

A team must have 5 players to begin a game. In the event that a team does not have 5 or more eligible players within 15 minutes of scheduled kickoff, the game the match is recorded as a forfeit.

11v11 Leagues

In the 11v11 leagues, each team fields eleven players (ten and a goalie) during play. In the event that one team has less than seven players, the opposing team will be allowed to field 11 players at all times.

A team must have a minimum of 7 players to begin a game. In the event that a team does not have 7 or more eligible players within 15 minutes of scheduled kickoff, the match is recorded as a forfeit.

FIFA Rule Reminders

Players should be familiar with the following FIFA rules which are often misunderstood:

- The AASA uses FIFA's off-side rules. 7v7 games utilize one referee, who must monitor off-side violations at both ends of the field. 11v11 games generally utilize three referees, each responsible of off-side calls on one end of the field.
- As the FIFA Laws of the Game state: "A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play..."
- There is no off-side offence when receiving the ball directly from a throw-in, corner kick or goal kick.
- A goal kick is not in play until the ball leaves the penalty area. A goal may be scored against the opposing team directly from a goal kick.
- In order to be out of play, the entire ball must cross the entire line. This applies to goals, throw-in, goal-kick and corner-kick situations.
- If a goalkeeper in his own penalty area touches the ball with his hands after it has been deliberately kicked to him by a team-mate, an indirect free kick is called for. Outside the penalty area, any handling of the ball calls for a direct free kick.