

VSA Adult League 8v8 Rules – Rule Change Summary

Effective Fall 2022

Corner Flags & Field Set-Up:

- Teams will be responsible for moving goals as required

Number of Players:

- Matches are 8v8

Offside:

- There is no offside

Game Day Procedures:

Captains (or their duly designated representative) will be required to provide a copy of their roster identifying all players present prior to match start. At half time, they will notify the referee of any players arriving after match start. Players not present by the start of the second half will not be allowed to play. Failure to produce a roster will result in a forfeit for the offending team and will be reviewed by the Assignor and League Director to determine if any further disciplinary actions are required. Captains are responsible for ensuring that players not rostered to their teams do not play.

Either captain may request a roster check prior to the completion of a match (i.e., the final whistle). The referee will then compare rosters against the one the league provided. All identified discrepancies will be sent to the Assignor and League Director to determine if disciplinary actions are required.

Roster checks will be conducted for all semi-final and final matches. Players failing to produce a valid government-issued picture ID will not be allowed to play.

Tiebreakers—Three or More Teams That Are Tied

If three or more teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria.

- e. Coin flip – teams need not be present

Discipline and Suspensions

If any player, including the goalkeeper, receives a yellow card he/she must leave the field for five minutes. The player may NOT be substituted. All cards issued by a referee must be reported to the Assignor.

The suspended player is not to attend the next match. The suspended player should be noted on that match's game day roster as serving a suspension. Failure to do so may require the player to sit out an additional match.

Red cards issued for Violent Conduct will result in a minimum two game suspension

Zero Dissent Policy

VSA has a Zero Dissent Policy for its Adult League. Any player exhibiting dissent that is persistent, personal, or public will automatically receive a yellow card. Determination of persistent, personal, or public is strictly the judgement of the referee.

VSA Adult League 8v8 Rules

Effective Fall 2022

All play will be governed by FIFA Laws of the Game with the following modifications:

Corner Flags & Field Set-Up:

- Corner Flags are no longer needed to be set up for Regular Season matches
- Teams will be responsible for moving goals as required

Match Length:

- All matches are 50 minutes in length (two x 25-minute halves) with a five-minute half-time
- Any game reaching half time may be declared a completed game if it must be stopped because of weather or other unforeseen circumstances. All matches abandoned due to weather or other circumstances will be reviewed to determine whether the result stands, it should be replayed in its entirety, resumed at the point of suspension, or declared a forfeit.

Number of Players:

- Matches are 8v8
- Teams must have at least five (5) players to begin the match
 - Five (5) men for Men's bracket
 - Four (4) male players and (1) female player for Co-Ed Bracket
 - Five (5) Women for Women's bracket
- The clock begins when the referee signals the start of the match at the scheduled start time; teams with fewer than five players have a 10-minute grace period before the match is forfeited. Forfeited matches result in a 0-3 score.

Co-Ed Rules:

- Teams must always field at least two (2) female players while the ball is in play; the goalkeeper is included in this requirement.
- Teams that can only field one female player will compete with one less player. If only one female player is present on the field, then that team can only compete with 6 players max (5 males and 1 female).
- Teams with no female players forfeit the match. If the only female player is injured during the match and cannot continue, the match is over and is registered as a forfeit.

Substitutions:

- Teams are permitted an unlimited number of substitutions. Substitutions may be made at any stoppage in play. Either team may request substitution regardless of the restart; however, this is at the discretion of the referee and not to be used as a tactic to slow down play or prevent a quick restart.
- All substitutes must petition the referee before entering the field.

Bench Areas:

- Teams will occupy the same touchline on opposite halves of the field. Spectators and fans from each team should occupy the touchline and half on the opposite side of the field.
- If the referee considers that there is potential for confrontation, he/she may require that one team take one touchline and the other team the other. Spectators may be required to move in this circumstance.

Spectator/Fan Control:

- Only rostered/uniformed players are permitted to be on the field during games. Each team is responsible for the actions and conduct of their fans and spectators. Referees or league officials reserve the right to expel fans and spectators, and the league may discipline teams accordingly.
- No spectators/players etc. can be situated behind the goal (including outside the fence)

Slide Tackles and General Sliding:

- Slide tackling (sliding and tackling a ball and an opponent) is not permitted at any time, except for goalkeepers, if it is in their penalty area and is not feet-first. Sliding for a ball without an opponent present is permitted
- Infractions result in a direct kick and an automatic Yellow Card; infractions inside the attacking team's penalty area result in an automatic Red Card and a penalty kick

Offside:

- There is no offside

Goalkeeper Distribution after handling the ball inside the Penalty Area:

- Goalkeepers may not punt, kick, or throw the ball in the air (untouched) over mid-field
- Infractions of this rule will result in an indirect free kick from the point the ball crossed the midfield line

Infractions Inside the Penalty Area:

- For this infraction and for safety reasons, the ball will be moved to the nearest spot on the 18.

Game Day Procedures:

Captains (or their duly designated representative) will be required to provide a copy of their roster identifying all players present prior to match start. At half time, they will notify the referee of any players arriving after match start. Players not present by the start of the second half will not be allowed to play. Failure to produce a roster will result in a forfeit for the offending team and will be reviewed by the Assignor and League Director to determine if any further disciplinary actions are required. Teams are responsible for ensuring that players not rostered to their teams do not play.

Either captain may request a roster check prior to the completion of a match (i.e., the final whistle). The referee will then compare rosters against the one the league provided. All identified discrepancies will be sent to the Assignor and League Director to determine if disciplinary actions are required.

Roster checks will be conducted for all semi-final and final matches. Players failing to produce a valid government-issued picture ID will not be allowed to play.

Regular Season, Playoffs, Standings, and Tiebreakers:

Points for regular season games will be:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Tiebreakers—Two Teams are Tied

If two teams are tied based on points earned, the team's placement will be determined in accordance with the following sequential criteria:

- a. Winner of head-to-head competition
- b. Winner of most games (all games)
- c. Goal differential (goals scored minus goals against) in all games (4 goal max per game)
- d. Fewest goals allowed
- e. Coin Toss

Tiebreakers—Three or More Teams That Are Tied

If three or more teams are tied based on points earned, the final rankings will be determined in accordance with the following sequential criteria.

- f. Points earned in head-to-head competition among the teams
- g. Winner of most games (all games)
- h. Goal differential (goals scored minus goals against) in games among the tied teams (4 goal max per game)
- i. Fewest goals allowed in all games
- j. Coin flip – teams need not be present

Playoffs:

Roster checks will be required for all playoff games and will be conducted by the referee. Failure to produce a roster or playing with unrostered players will be grounds for an immediate, unconditional forfeit.

Playoff games tied after regulation will proceed directly to FIFA Kicks from the Mark. All eligible players (those on and off the field) are eligible to participate.

Kicks from the mark, as per FIFA rules (5 kicks per team). Should the score still be tied, it proceeds to single kicks to determine a winner. Field players and substitutes can participate in the PK taking process.

For Co-Ed, the only added requirement is that the process for taking the kicks is male/female/male/female/male for the first 5 and then alternating female/male until there is a winner.

Should one team only have 1 female player, that female will take all the female represented kicks.

KFTM do not apply to Consolation matches

Discipline and Suspensions

If any player, including the goalkeeper, receives a yellow card he/she must leave the field for five minutes. The player may **NOT** be substituted. All cards issued by a referee must be reported to the Assignor.

Players receiving two cautions in a game will serve a minimum of a one game suspension.

Players receiving a red card in a match will serve a minimum one game suspension. Players receiving a second red card during a season will serve an additional two game suspension at a minimum and may be subject to further discipline.

Players receiving 3 individual yellow cards in 3 separate matches will serve a 1 match suspension that season. If a red card or the 3rd yellow card is received in the last match of the season, it will be served the next season in which that player participates.

All suspensions are to be served with the next physically played match.

The suspended player is not to attend the next match. The suspended player should be noted on that match's game day roster as serving a suspension. Failure to do so may require the player to sit out an additional match.

Players who play, or attempt to play, during a suspension will be suspended for the rest of the season, and their team may face further penalties.

Red cards issued for Violent Conduct will result in a minimum two game suspension

Any match that includes fighting or violent conduct will be abandoned immediately. The match will not be rescheduled or replayed, and the circumstances of the match will be reviewed by the Assignor and League Director for appropriate disciplinary actions.

The Assignor and League Director will review all red card situations and reserve the right to impose further disciplinary actions to the player who has received the red card.

All conduct involving disciplinary actions not specifically identified here will be reviewed by the Assignor and League Director for appropriate action.

Zero Dissent Policy

VSA has a Zero Dissent Policy for its Adult League. Any player exhibiting dissent that is persistent, personal, or public will automatically receive a yellow card. Determination of persistent, personal, or public is strictly the judgement of the referee.

Long Park & Match Rules:

- Food/beverages, gum and sports drinks are prohibited from being consumed on the turf fields; only water is permitted on the field.
- Multiple matches may be in play at Long Park; players, coaches and spectators should be vigilant and aware of the action around them.
- Rubber soled (molded) cleats are permitted but should be clean of any dirt before using them on turf; screw-in (metal studded) cleats are prohibited.
- All participants and spectators are expected to keep their areas clean of any garbage (water bottles, tape, etc.).
- There is no smoking or alcohol consumption anywhere at Long Park, including the parking lots.
- All participants must wear shin guards for their matches. All jewelry, watches, earrings, etc. must be removed prior to the start of the match.