

RULES

All PASL soccer games follow the official **FIFA Laws of the Game**. In addition to FIFA rules, the following PASL-specific rules apply and supersede FIFA rules where applicable.

Player Responsibilities

- All players must read and comply with the league rules.
- Every player must complete and submit a signed **Liability Release Form** before being allowed to play, aka a Waiver. If the player cannot find one they must send an email to the league requesting one.
- Players must follow all municipal ordinances at the fields and surrounding areas to ensure continued field access.

Captain Responsibilities

- Choose a team name and team color.
- Submit a roster with **a minimum of 11 players and a maximum of 25**.
- Designate a **Co-Captain** to assist and act as captain when needed.
- Captains are responsible for the conduct of their team, including spectators.
- Report any field or referee issues to league coordinators via email.
- Notify the league coordinator when a suspended player has served their suspension.

League Equipment

- The league does **not** provide a game ball. The **home team** must supply a suitable match ball.

Equipment & Players

- No jewelry may be worn during games.
- All players must wear **matching numbered jerseys**.
 - The goalkeeper must wear a jersey that clearly distinguishes them from all other players and referees.
- **Shin guards are mandatory** for all players.

Pre-Game

- A minimum of **7 players per team** is required to start a match.
- Games that reach halftime count as official league games (including rainouts).
- If a team cannot field 7 players at kickoff, they must offer a **forfeit**. The opposing team may:
 - Accept the forfeit and play
 - Accept the forfeit and leave
 - Choose to “play for keeps” anyway
- After kickoff, the match may continue as long as each team has at least 7 players.
- Teams using non-registered players may forfeit matches and face disciplinary action.
- Captains must ensure all players are eligible before each match.
- Opposing captains may review and challenge the roster provided to the head referee.

Game Play

- **Slide tackling involving another player is NOT allowed.**
 - Slide tackling with no players nearby (e.g., to stop a ball) is allowed.
- Unlimited substitutions are allowed:
 - By the team in possession on any stoppage
 - By the team not in possession when the other team substitutes
 - By both teams at halftime or during long delays
 - Goalkeeper substitutions must be reported to the referee
- Unsportsmanlike conduct (profanity, racism, violence, etc.) will not be tolerated.
 - Offenders will be ejected and may face additional suspensions or expulsion.
- Any player or captain receiving **2 yellow cards** or **1 red card** in a match is ejected and suspended for the next match.
 - Suspensions apply across all teams the player participates on.
 - Multiple-game suspensions may be issued depending on severity.

- Suspensions issued in the final match carry over to the next season.
- Suspended players:
 - May be required to pay a fine
 - If they play while suspended, their team forfeits all points earned with that player
- Spectators must remain off the field. Abusive spectators will be asked to leave; refusal results in a team forfeit.
- No smoking or alcohol is allowed before or during games.
- All players must follow the rules of the designated game location.
- Field providers are not responsible for lost or stolen items or any type of insurance.

Point System

- **Win:** 3 points (forfeits count as 3 goals)
- **Tie:** 1 point
- **Loss:** 0 points

Tiebreakers

If teams are tied in the standings at season end, the following apply:

1. Head-to-head result
2. Goal difference in matches between the tied teams
 - If they tied or did not play, use goal difference vs. common opponents
3. Total goals scored vs. common opponents
4. Total goals allowed vs. common opponents
5. Coin toss

Playoff Matches

- Playoff ties go to Penalty Kicks