

Match/ Game/ Player Rules

1. Matching jersey colors required. Referees will check players for proper registration prior to each game. **ANY TEAM USING AN INELIGIBLE PLAYER WILL BE SUBJECT TO IMMEDIATE FORFEIT OF GAME.**
2. Group B: All teams play with 5 per side.
Group A: All teams play with 4 per side (or 5 per side with at least one female player on the field). [Note:, if there are no females available on either team, teams can play with 5-aside].
3. Substitutions on the fly. No Goalies.
4. All teams must have at least 3 players to start a game. If the team drops below 3 players during a game, the game becomes a forfeit. Referee reports score at time of forfeit.
5. Player ejection: Any player ejected from the match will not be replaced and not allowed to remain at the field. Also, the player will be suspended for the following match. The PGSA adult league committee reserves the right to administer additional penalties as warranted.
6. Duration of Play: Two equal halves of 22 minutes will be played.
There will be a 5-minute halftime interval.
7. Start of Games: The teams must be present 15 minutes in advance of the scheduled start time of their match to aid in the timely start of all matches.
8. Referees: All matches will be refereed by only 1 referee.
9. There are no off-sides.
10. Goal kicks DO NOT have to be touched by a player or field prior to crossing mid-field.
NOTE THIS IS DIFFERENT FROM INDOOR RULES.
11. Shots must be taken past mid field. No goal can be scored from a goal taken in the defensive half of the field.
12. Players are not allowed to touch the ball inside the goal Arch. The line is part of the Arch.
Automatic goal on defense. Indirect kick on offense.
13. Player under 18 years old must have parent/guardian signature on waiver.
14. Home team wears alternate color jersey if needed.
15. 10 - Goal mercy rule. If a team leads by 10 goals at halftime or at any time during the *second half*, that team is declared winner. Game ends.

16. All free kicks are Indirect.
17. Kick-ins will be used instead of Throw-ins.
18. Players must play in at least 2 league games in order to participate in the tournament.
19. Rules subject to change at league's discretion.
20. Point schedule –
 - Win - 3
 - Draw – 1
 - Tie – 0