

Slammin' Salmon KPSC 7v7 Tournament Rules

Law I – The Field

- a. Dimensions: Varies by age group, but appropriately sized.
- b. Markings and goals:
 - Build out lines will be used for age groups that require them.
 - Goals will be the age group-appropriate size for the bracket.

Law II – The Ball

- Size 5 ball for 12 and up
- Size 4 ball for U12

Law III – Number of Players

- Maximum of 7 players per team on the field, including 1 goalkeeper.
- Minimum to play: 5 players.
- Substitutions: Standard subs at half field with referee permission. Subs may happen on any dead ball the referee approves.
- Players may only be rostered with 1 team. Maximum roster size is 14.

Law IV – Player Equipment

- Mandatory shin guards fully covered by socks.
- No hard jewelry allowed.
- Acceptable footwear: molded cleats, turf shoes, flats (including black-soled).
- Metal studs are prohibited.

Law V – Referees

- A minimum of one referee per match. ARs will be provided when possible.

Law VI – Duration of Game

- Two 25-minute halves with a 5-minute halftime.
- If regulation time ends in a tie, match goes straight to PKs.

Law VII – Start of Play

- Ball may be played in any direction on kickoff.
- Opponents must be 5 yards away.

Law VIII – Ball In and Out of Play

- Ball is out when it fully crosses the goal or touch line.
- Standard throw-in rules apply.

Law IX – Offside

- Build out line is used for U10 and under
- Regular offsides for all other age groups

Law X – Fouls and Misconduct

- All fouls result in indirect free kicks (IFK).

Red Card:

- One-game suspension
- Immediate ejection without replacement

Yellow Card:

- Player may remain on the field
- Player can be subbed with referee consent

Zero Tolerance Policy:

- No discrimination, harassment, or abuse tolerated
- Violators will be removed immediately
- Additional penalties may apply
- Premier League: stricter foul allowances
- Captains are responsible for player behavior

Law XI – Goalkeeper Rules

- Distribution must be by throw, place kick, or kick from a dribble
- Cannot handle intentional pass from a teammate's feet
- Violations result in an IFK to the opponent outside the penalty area, or from midfield.
 - Example: The if the goalkeeper drop kicks a ball back into play, the opposing team will receive a IFK at midfield.

Law XII – Injuries

- Bleeding players must leave the field
- Clock will not be stopped for injuries

Law XIII – Score reporting

- The winning team will report the score
- IN the event of a tie, the home team will report the score

Tie-breakers for standings:

1. Head-to-head results
2. Goal differential
 - a. Capped at 6
3. Total goals scored
4. Coin toss

Law XIV – Player Eligibility

- Players must be registered
- No player may play on multiple teams