

7v7 Soccer

Note: The 7v7 Soccer Directors reserve the right to modify the rules at their discretion in order to facilitate the flow of the games.

PLAYER REGISTRATION

All players must be listed on their teams' roster form before the games begins with team fees paid in order to participate. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament.

Number of Players/Rosters

- Number of players on a roster: 12 maximum.
- 6 players on the field at a time plus a goalie.
- Games cannot be played with fewer than 4 players.
- A team roster and waiver must be completed and turned in prior to the games start date.
- Only those on the original roster are eligible to play in the games.
- Players cannot play on multiple teams. A forfeit will be required of a team using a player who is not on the original roster.

TEAM UNIFORMS & EQUIPMENT

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color a coin flip in qualifying play will determine the team to change uniforms. In playoffs the higher seed will have the option. All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. If teams do not have uniforms, colored vests will be worn by teams to differentiate them.

The Game

- Field size is approximately 50-55 x 30-35 yards
- Goals are 8 x 24 feet
- Penalty area is an arch approximately 10 yards from the mouth of the goal
- A size 5 ball will be used during all matches and the ball will be provided.
- Games will be 50 minutes in duration and the clock will run continuously. 2- 25 min halves
- The game will be played in two divided halves with a 5 minute halftime break.
- The offside rule does not apply.
- In case of a tie after regulation time during group play, the game will finish as a tie game.
- Each team should bring two types of jerseys (light and dark). The home teams are required to change uniforms if jerseys between opposing teams conflict. The tournament will provide pennies in the event that a team does not have their own jerseys.
- All players must wear shirts (no shirts vs. skins).
- No slide tackling is allowed (except reasonable play by a goal keeper inside their own box, as determined by the referee).

Substitutions

- Teams may sub on the fly at any time during the game.
- The player coming off the field of play must be within 2 yards of the touchline near their team's bench before the new player comes onto the field of play.

- All players should make an attempt to sub near their team's bench unless approved by the referee.
- If subbing on the fly becomes an issue during any game, the referee can impose a rule that he/she must approve all subs.

Forfeits

- A forfeit will be awarded if an opposing team is not ready to play within 10 minutes of a scheduled start time.
- The clock starts at the scheduled start time and time will not be made up if a team does show up late.
- A forfeit will go down as a 3-0 win for the team that is there and ready to play.
- If both teams do not show, or are not ready to play – neither team will be awarded points.

Start of Play

- Opposing players must be at least five (5) yards away prior to kick offs.
- Restarts do not have to go forward after goals & to start periods. No drop balls in penalty area.

Fouls & Free Kicks

- All fouls apply except for offside. The offside rule does not apply.
- All free kicks are indirect free kicks.
- Opposing players must remain at least five (5) yards from the ball.
- Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory five (5) yards.
- Once the referee signals for play to continue, the kicker has five (5) seconds to play the ball.
- Slide tackling is not permitted.

Goalkeepers

- A goal keeper, having control of the ball in hands, and having released it from his/her hands to be played, either by himself/herself or a teammate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.
- Keepers MAY use their hands when a ball is passed back to them by a teammate,
- Once the keeper has handled the ball, they have five (5) seconds to put the ball back in play.
- Keepers may not punt.
- Keepers may not play throw-ins with their hands.

Penalty Kicks

- A penalty kick shall be taken at the top of the penalty arch.
- All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area, 15 feet away from the kicker. Players are not permitted on either side of the area.

Throw-In

- The five (5) second rule applies for throw-ins.
- The opposing team will regain possession after a five (5) second infraction, with discretion.
- Keepers may not use their hands when receiving a throw in.

Corner Kicks

- Goals can be scored directly on corner kicks.
- Opposing players must be at least five (5) yards away.

- Five (5) second rule applies on corner kicks.

Misconduct

- Fighting will not be tolerated. ANY Violent misconduct will be dealt with immediately and could result in game termination or expulsion from tournament.
- Players ejected from a match for a red card will be suspended for at least the following match.
- Ejections for violent actions including but not limited to fighting may result in suspension for any further play. This will be decided upon by the tournament directors.
- Should a player accumulate (2) yellow cards in one match their team will play down one player for the remainder of that match. He/she will also be subject to suspension for the following match, but this will be decided upon by the tournament directors.
- Offensive language is considered to warrant a caution. Any offensive language directed towards officials, opponents, or spectators will result in ejection from the game.
- Final decisions regarding length of suspension will be made by the tournament directors.
- Any teams playing with red carded players or players not on their original rosters will be subject to a forfeit, in that game.

Coach/Parent Ejection

Referees have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game must be forfeited in favor of the opposing team.

Referees

- At minimum, one referee will be assigned to each match for semi and finals in the tourney.

Inclement Weather

- Only referees and/or the 7v7 directors can cancel or postpone a match.
- Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered official and the score at the time will stand.
- In the event of bad weather, game schedules and various rules may need to be altered. Be sure to check with the tournament directors to see if your team is impacted.

PROTESTS

There will be no protests.

SPORTSMANSHIP

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

GENERAL

Lowndes Soccer Club will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of any division or any part of this tournament. We also reserves the right to modify, reschedule, or cancel games due to inclement weather. LS club has the right to move or reschedule games due to weather related issues.

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF 7v7 DIRECTOR.

Tournament format is as follows:

Scoring

- WIN = 3 points
- TIE = 1 point
- LOSS = 0 points
- FORFEIT = 3-0 win (worth 6 points)

Tiebreakers

1. Head to head
2. Most wins
3. Goal differential (Total **goals for** - **Total goals against** = ?)
4. Least # of goals allowed
5. Most goals scored
6. A five minute sudden death mini game with OT procedures (to advance in the tournament) or a coin toss to determine seeding in the tournament.

Playoffs

- For any playoff game that ends in a tie, a five minute golden goal period will be played.
- If the score is still tied after five minutes, then a three round penalty kick competition will take place.
- If at the end of these three rounds of kicks the teams have scored an equal number of successful kicks, sudden death rounds of one kick each are used until one side scores and the other does not.
- All team members on the roster must kick (unless injured - ref determines or disqualified) before a player takes a second shot.