



Outdoor 7v7 Soccer

Outdoor Quick Rules:

- 7v7 Including GK
- Two 25 Minute Halves with 2-minute halftime
- Substitutions are allowed during stoppages, at the referee's discretion, regardless of which team is in possession.
- No Punt, Drop kick or dribbling by GK on Goal Kicks. Kick must come from anywhere in the goal area, opponents must retreat to the build-out line, and the ball is in play once kicked and clearly moved to be in play
- Build-out line rule is in effect
- **HOME** team will kick off the game. **AWAY** team kicks off second half
- Games that end in a tie in pool play are declared a tie
- **Offside** rule is in effect at build-out line
- ALL Fouls/Infractions are direct except kickoffs and handling of ball by GK inside their box on own team pass back; the referee will notify both teams if the result of the infraction is direct/indirect
- Accumulated fouls/infractions – After 3 fouls/infractions per half, opposing team will have a PK from 2nd PK spot for each foul/infraction for the remainder of the half.
- Defenders must always be at least 5 yards away from indirect/direct kicks
- Any time a team has a 10 goal lead, the scoring will stop and that becomes the final score of the game. The game continues to be played in its entirety
- No slide tackling is allowed, except for GK in GK area. One knee down on the ground is considered a slide/playing on the ground and will result in a free kick awarded to the opposing team. Slides are OK
- Each team is allowed 1 minute timeout per half with running clock