



### 7v7 Rules

Field Dimensions: Approximately 55 yards x 35 yards

Goals: 12 feet wide x 6 feet high

ALL players must wear Shin Guards

Soccer Cleats for outdoor play

- Each team consists of 7 players, one of whom must be the goalkeeper. Any less than 5 players will be considered a forfeit. Game clock will start at scheduled time. Teams that are 5 minutes late will forfeit the game. Only players on the roster may play
- Substitutions are allowed during stoppages, at the referee's discretion, regardless of which team is in possession.
- The referee is responsible for control of the game and his/her decisions regarding facts connected with play are final
- The game shall be divided up into two equal periods of 25 minutes. There will be a 2-minute half time between the two periods
- The **HOME** team will kick off the game. Each team must stay in its own half of the field and the defending players must be at least 5 yards from the ball when it is kicked. After a goal, the team scored upon will kick off.
- In the event of a tie between two teams after the game is complete, the game will be declared a tie. Except in playoffs the following rules apply:
  - Playoff ties are determined by PK's. 3 players will be selected from each team. **ANY players on the court/pitch or on the bench at the end of the game may participate in PK's.**
  - If the score is still tied at the end of the first round, then sudden death PK's are taken
  - NO Player may take a second PK, unless all players on the roster have participated in the PK shootout
  - Whichever player finishes the game in goal will remain as the goalkeeper for the penalty shootout
- The offside rule is in effect at the build out line



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- Kick-offs are indirect. Whistle must sound to restart after goal. Tapped balls are not in play, the ball must move forward or backwards
- The build-out line in soccer promotes playing the ball out of the back by requiring opponents to stay behind this line until the ball is put into play. Opposing players must retreat behind the build-out line when the goalkeeper has the ball in hand or a goal kick is awarded. Once the ball is put into play (e.g., by a pass, throw, or roll from the goalkeeper) or crosses the build-out line, opponents can cross it and pressure the ball
- Throw-ins are indirect. A soccer throw-in requires the player to stand facing the field, have both feet on or behind the touchline, use both hands, and deliver the ball from behind and over their head, with opponents at least two yards away; the ball is in play once it enters the field, and a goal cannot be scored directly from it
- Goal kick: Goal kicks restart play when the attacking team puts the ball over the goal line; the 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.  
**NO PUNTS ALLOWED**
- A PK will be awarded, at referee discretion, for fouls inside of the goal area; anywhere within the marked penalty area. GK must stay on the line until the ball is kicked
- Corner kicks are direct. The ball must be placed directly on the corner spot
- 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 the 3<sup>rd</sup> foul/infraction by a team in a half, the opposing team will be awarded a PK from the 2<sup>nd</sup> PK spot for the remainder of the half
- Each team is allowed a 1-minute timeout per half. Game clock will continue to run



### 7v7 Rules

- Goalkeepers may handle the ball anywhere within marked area. The goalkeeper area will be marked with lines. Goalkeepers are **NOT** allowed to handle the ball if a teammate plays the ball back to them
- Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity inside the GK area will result in the following: a penalty kick will be awarded & the player who commits the foul may be shown a red card (at referee's discretion)
- Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators
- Forfeit games will be treated as a 4-0 win
- At 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
- Team standings will be based on the following point system:
  - WIN: 3 points
  - TIE: 1 point
  - LOSS: 0 point

Ties in standing will be broken by:

1. Head to head results
  2. Goal differential – Goal differential Limit is 10
  3. Goals against – Goals against limit is 10
  4. Goals for – Goals for limit is 10
  5. Penalty Kicks
- No slide tackling is allowed. 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
  - Slide tackling is legal by the goalkeeper only and must be initiated from within the penalty area. Outside the penalty box, the goalkeeper may not slide tackle or use his or her body illegally. Violations will result in a direct free kick for the opposing team from the point of the foul



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- Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or a club official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team
- Yellow Card/Two (2) minute penalty: A player is cautioned and shown a yellow card and has to leave the field of play for two (2) minutes. The team will play down a player for the entire two (2) minutes. (This also includes players who may be cautioned as substitutes) The following offences could incur a yellow card:
  - Unsporting behavior: Multiple slide tackles/slides, boarding, rough play, taunting (by word or action from player or spectator).
  - Dissent by word or action.
  - Persistent Infringements.
  - Delaying the restart of play / Failing to respect the required distance when restarting.

\* Depending on the nature of the foul and the game, the referee can give a player a two (2) minute warning/break allowing the team to substitute

- Red Card/Five (5) minute penalty: A player or substitute who is sent off will leave the field of play and his/her team will play down a man for five (5) minutes, if s/he commits any of the following offences:
  - Serious foul play: Violent tackles, tackles from behind with no intention to play the ball, elbows
  - Violent conduct: Fighting, provoking a fight, striking or hitting an opponent with or without an object, spitting at an opponent
  - Denying the opposing team a goal or clear goal scoring opportunity by deliberately handling the ball
  - Denying the opposing team a goal or clear goal scoring opportunity by committing an offence that would warrant a free kick or penalty kick
  - Receiving two (2) yellow cards



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\* Red-carded players may be suspended for the next game. A player receiving multiple red cards may be suspended for the season with the possible expulsion from the facility. This decision is under the jurisdiction of Central Florida Soccer Club

- All participants and spectators must also abide by all rules set forth by Central Florida Soccer Club & the facilities the Club utilizes. No games will be protested after the completion of the game. The referee and Club officials will have the final say on any disputes and will treat each situation in the fairest and most logical way