7 ON 7 MEN'S SOCCER LEAGUE

OVERVIEW

- 7 PLAYERS ON THE FIELD
- TWO 25-MINUTE HALVES / RUNNING CLOCK
- SHIN GUARDS ARE REQUIRED
- ALL FOULS ARE RESTARTED WITH DIRECT KICKS.
- NO SLIDING!!!
- SOUTH BAY SPORTS FOLLOWS THE GUIDELINES OF
- FIFA LAWS WITH THE EXCPTIONS BELOW.

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1. ## LAWS OF THE GAME:

   All matches will be played in accordance with current FIFA "Laws of the Game" http://www.fifa.com/documents/fifa/laws/, except where noted below. The following items will further interpret those rules for purposes of this league and/or will provide the administrative framework for the operation of the league.

2. ## The Players

   Each team will field 7 players at any one time. SBS rules will allow a team to play with 4 people. Anything less is up to the opposing captain and/or staff member as to what will be allowable. All teams will be issued players cards. Players that do not present player cards to the referee before or during the match will not be eligible to play. Referees must collect each individual player card and make sure the picture matches the player.

Substitution During Play and Stoppages

Players may substitute at any time on an unlimited basis, provided the substituted player must be within one yard of the Defensive Goal and does not interfere with the play at the time the replacing player enters the field of play.

Substitution Violations

- A team fielding too many players during play will be penalized with a two-minute penalty not designated to any one specific player.
- A team that Substitute a player from the sidelines or offensive side will be penalized with a two-minute penalty not designated to any one specific player.

Mandatory Uniform

- White color t-shirt / Dark color T-shirt / Gray is not allowed
- Teams are required to have a white t-shirt or a dark t-shirt.
- Soccer shorts / Training pants
- Socks
- Age appropriate shin guards
- Soccer footwear / Tennis shoes / No metal studded shoes

Dangerous Equipment

- Casts, splints, or body braces made of hard materials must be padded to the satisfaction and the permission of the referee or an administrator.

Head Gear

Players are not allowed to wear baseball hats or any other headgear that has a hard surface attached to it. This includes recreation sunglasses. Beanies and sport glasses are the recommended headgear.

3. The Referee

- Enforce the "Laws of the Game" and all league rules.
- A one or two man system will be used at the discretion of the referee coordinator or facility administrator.
- The authority of the referee commence when the referee enters the field of play.
- Record of the game
- Control of match time and timed penalties
- The referee shall adjust the length of the match to ensure the next match remains on schedule.
- The referee has the discretion to start the game clock if teams are not ready to play due to jersey conflicts, players arriving late, etc.
- Submit the game record to facility administrator at end of game, including any pertinent information (i.e. penalties, injuries).
- All decisions make by the Referee shall be final.

4. Time

Play will be divided into (2) 25- minute halves separated by a brief halftime. A running clock will be maintained by a referee. Clock will not stop during injury time.

5. The Game

- All Games will start at their scheduled time. If a team is not ready to play after 5 minutes from the scheduled time, then that team will start a goal down. If a team is not ready to play after 10 minutes, then the game is an automatic forfeit.
- The team listed in the white box on the schedule is the home team.
- Home team (White team) will always kick off in the first half.

6. Scoring

- Regular season games ending in a tie score will be recorded as tie games.
- Goals may be scored on Kickoffs and corner kicks.
- If there is a suspension attributed to one specific team, that team shall forfeit the game with the score of 3-0. If both teams are deemed by the referee to be at fault to a serious degree, a double forfeit will be the result, and neither team will receive any points.

7. The Goal Area

- A goal box will be marked off in front of each goal. It will extend 5 paces/yards onto the field perpendicular to the goal line and 3 paces/yards to each side of the goal posts along the goal line.
- During play, all players (offensive and defensive) must remain outside this area unless the ball is inside the goal box.

Penalty Kick:

If the defense or offensive player is clearly in the goal box area before any shot on goal takes place, then the following will occur:

- A defensive penalty will result in a penalty shot on an open goal 25 pace/yards out.
- All players must remain behind or even with the ball and 5 yards from the penalty mark.
- Players cannot run pass the penalty mark until the ball is kicked.
- **An offensive penalty will result in a free kick for the defensive team.**

8. Referee Time Stoppage

The restart of the match shall go to the team in possession at the time of the stoppage with a Direct Free Kick. If there was no clear possession, the game will resume with a drop ball at the location where the ball was, when play was stopped by the referee.

9. Off-side

There is no offside.

10. Corner Kicks

All players must be outside the goal box until the ball enters the goal box and the defense must be at least 5 paces/yards from the corner

11. Encroachment

Players of the opposing side must compliance with the 5 yards radius for the following restarts:

- Kickoff
- Direct Free Kicks
- Corner Kicks
- Goal Kicks
- Penalty Kicks
- Throw-in (2 Yards)

For any violation of encroachment, the referee may issue a verbal warning to the offending player(s). For any subsequent violation, a Caution will be given to the offending player guilty of the offense.

Fouls and Misconduct

- Any player who commits a foul may be penalized by awarding a **Direct Free Kick**to the opposing team which will be taken at the point of the infraction subject to the exclusion of the penalty kick. All opposing players must be no closer than 5 yards of ball prior to kick.
- If a foul has been committed in the penalty area or within 5 yards of the penalty area, a Penalty Kick will be awarded.
- **No Slide Tackling / Playing the ball on the Ground** - Penalized as Direct Free Kick - these shall be defined by the referee as any part of the body, other than the feet, that makes contact with the ground during a challenge or play for the ball.
- Verbal abuse: taunting of players, referees, or spectators by players, coaches, or spectators are cause for immediate suspension.

12. Penal Time Penalties

- These penalties shall be administered by a Caution or a Sending-off by the referee, depending on the nature and severity of the offense.
- All Cautionable offenses (Yellow Card) will be punished by a 2- minute penalty.
- If a 2- minute penalty is given when a Caution has been issued the penalized player must sit out, and a sub will not be allowed to replace him/her.
- The penalized team receiving a Caution will play one person short for 2 minutes, or until a goal is scored, whichever occurs first.
- If a player receives 2nd Cautions in the same match, that player will be Send-off and ejected from the game. Plus that person will receive a minimum suspension of one additional game.
- Sending-Off offenses (Red Card) will be punished by ejection of the specific player(s) for the remainder of the game and a 5-minute team penalty.
- Ejection of any coach, player, substitute, non-playing personnel, or spectator will result in a 5 minute penalty to the offending team.

13. Additional Penalties

If the same player accumulates the following during regular season or playoffs, then that player will be suspended from the league for the remainder of that current season. Additional penal time penalties can be assessed:

- 5 - Cautionable offenses (Yellow Card)
- 3 - Sending-Off offenses (Red Card)

These will be assessed to both players and bench personnel, whether or not they are on the field of play. The time penalty may be assessed on a specific offending player or on the team if the offense is committed: by the coach, bench personnel, or an unidentified individual on the team. Should any player or non-playing team personnel exhibit misconduct at the conclusion of the game, the referee shall display the appropriate card and inform the facility administration for further action. Should the card issued be a red (ejection), that player or team personnel member must serve an automatic 1-game suspension. Players who participate in multiple leagues will be required to sit out for a minimum of 1 game per team.

14. Ejections

- An ejected player, coach, non-playing personnel or spectator must exit the facility immediately and will not be allowed to return to the facility for a minimum of 1-game.
- An ejected player must serve an automatic minimum 1-game suspension, pay the applicable fine of $50, and must contact South Bay Sports, LLC. for written approval prior to further participation in any league.
- Upon return, a player will serve a probationary period determined by South Bay Sports management.
- Players shall be ejected for incidents of:
  - Violent conduct or serious foul play
  - Foul or abusive language or action
  - Accumulation of two yellow card time penalties
  - Dissent
- Ejection from facility in one league will jeopardize eligibility in other leagues (i.e. if player is ejected from any league, player suspension will include participation in any league).
- An ejected player is also subject to fines and possible multiple game suspensions or banishment from facility.
- That player must exit the facility prior to commencing game, and may not return prior to management approval. Additional penalties may be incurred by the team if problems persist.

15. POINTS SYSTEM

To determine league or tournament standings, the following point system will be used:

- WIN: 3
- TIE: 1
- LOSS: 0

16. TIE BREAKERS

- The following tie breaking procedures will be used to determine league or bracket winners for play-off seeding:
  - Head to head competition in common games
  - Goals Forward Minus Goals Against
  - Total points scored in the league
  - Coin toss
- If there is a 3 or more teams that are tied in points, then the following tie breaking procedures will be used to determine league or bracket winners for play-off seeding: Head to head competition in common games
  - Goals Forward Minus Goals Against
  - Total points scored in the league
  - Coin toss

17. Overtime Rules:

- 2 - 5 minutes SUDDEN DEATH

- 6 players on the field - 1st Half
- 4 players on the field - 2nd Half
- Sudden death will be used in the playoffs.
- If neither team scores after two overtime periods, then teams will go into a sudden death shootout.

- Shootout Specifics:

  - A coin flip to decide winner choice of first kick or second kick
  - Kickers consist of any or all eligible players or subs.
  - Reduce to equal amount of kickers for each team.
  - If the first team misses their shot, the 2nd team will have a chance to win the game by scoring a goal.
  - If neither team scores, then round 2 will begin until a winner is determined.