

SOUTHERN CALIFORNIA MUNICIPAL  
ATHLETIC FEDERATION

*7-ON-7 SOCCER RULES, TOURNAMENT INFORMATION  
AND SUPPLEMENTAL 11-ON-11 SOCCER RULES*



# OFFICIAL SOCCER RULE BOOK

Official Soccer Rules Adopted, Published and Distributed by

## **Southern California Municipal Athletic Federation**

Mailing Address: P.O. Box 3605, South El Monte, CA 91733  
Shipping Address: 823 Lexington-Gallatin Road, South El Monte, CA 91733  
Phone: (626) 448-0853  
Fax (626) 448-5219  
Email: [SCMAF@scmaf.org](mailto:SCMAF@scmaf.org)  
Web site: [www.scmaf.org](http://www.scmaf.org)

All Rights Reserved. No part of the book may be reproduced or utilized in any form or by means without written permission from the publisher.

Copyright © By  
Southern California Municipal Athletic Federation

Adopted May 19, 2005

(updated 04/29/09)

# TABLE OF CONTENTS

SCMAF Mission and Philosophy.....	2
Tournament Information.....	3
SCMAF 7-ON-7 Soccer Official Rules of Play.....	3
Rule 1 The Game.....	3
Rule 2 SCMAF 7-ON-7 Soccer Divisions.....	4
Rule 3 The Field.....	4
Rule 4 Teams, Rosters, Players, Eligibility & Substitutes.....	5
Rule 5 Rules, Fouls, Free Kicks & Throw-Ins.....	6
Rule 6 Equipment.....	8
Rule 7 Code of Conduct.....	9
Rule 8 Point Standings.....	10
Rule 9 SCMAF Blood Rule.....	10
Appendix A - Protest Procedures.....	11
Appendix B - Supplemental 11-ON-11 Soccer Rules.....	12
SCMAF Player's Medical Benefit Fund.....	15
SCMAF Player's Accidental Protection Plan.....	16

**FOR ANY RULE OR COMMENT NOT COVERED IN THE BOOK, PLEASE REFER TO THE OFFICIAL CIF SOCCER RULEBOOK PUBLISHED BY NFHS.**

## SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

### **MISSION**

The mission of SCMAF is to provide and promote sports training and competition in response to and conducted by its members. SCMAF provides opportunities to develop physical fitness and lifelong skills in a variety of team and individual sports for persons of all ages and abilities.

### **PHILOSOPHY**

The philosophy of SCMAF is to instill in young people a positive attitude, good sportsmanship, sound fundamentals, confidence and high moral standards. The administrators, supervisors, officials and coaches representing the agencies and association shall coach and act in a courteous and professional manner while on or off the playing area. All coaches shall attempt to play all players unless sick or injured. All safety precautions should be observed to secure the well being of all participants. SCMAF seeks to uphold the spirit of sportsmanship and full participation. SCMAF believes that in team sports every athlete must be offered every opportunity to play in each game.

Youth sports competition includes: Basketball, Cross Country, Flag Football, Swimming, Track and Field and Volleyball.

Adult sports competition includes: Basketball, Softball and Soccer.

SCMAF WISHES TO ACKNOWLEDGE AND THANK THE COUNTY OF LOS ANGELES, DEPARTMENT OF PARKS AND RECREATION FOR THEIR CONTINUED PARTICIPATION, SUPPORT AND REGIONAL COMMITMENT, WHICH HAS BENEFITED SCMAF, ITS MEMBERS AGENCIES AND THE SOUTHERN CALIFORNIA SPORTS ATHLETIC COMMUNITY.

# SCMAF TOURNAMENT INFORMATION

Please check the SCMAF web site for current information on the latest tournament information at:  
[www.scmaf.org](http://www.scmaf.org)

## SCMAF 7-ON-7 SOCCER OFFICIAL RULES OF PLAY

### **RULE 1. THE GAME**

1. **SCMAF 7-ON-7 SOCCER** is a game between two teams, under the direction and control of a manager, played on a suitable field in accordance with these rules, under the jurisdiction of one or more referees. Unless otherwise specified in SCMAF Soccer Rules, CIF Soccer rules as published by the National Federation of State High School Associations will govern play.
2. **THE OBJECTIVE OF EACH TEAM** is to win by scoring more goals than their opponent.
3. **THE WINNER** of the game shall be the team which shall have scored, in accordance with the rules, the greater number of goals at the conclusion of a regulation game.
4. **THE HOME TEAM** shall be decided by coin flip in which the winner will either choose to receive the ball to start the game or choose to defend a particular goal.
5. **A REGULATION GAME** shall consist of two (2) twenty five-minute halves. Duration of tournament games may be altered and will be decided by the tournament committee.
6. **ADDITION OF TIME TO A GAME** may occur due to the following circumstances based on the referees judgment:
  - (a) Excessive substitutions by a team made in an effort to delay the game
  - (b) Time lost due to serious injuries to a player(s)
  - (c) Other cause at the discretion of the referee
7. **MATCH OVERTIME.** In tournament games there will be a five-minute (5) sudden death overtime period followed by penalty shots. **Note: pool play games may end in a tie.**
8. **HALF TIME** for all games will be 5-minutes. The half time may be shortened by the Tournament Director and/or referee due to time constraints, but must be at least 2-minutes in length.
9. **FORFEITED GAMES** will be declared by the referee in favor of the team not at fault in the following cases:
  - (a) If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeitures by the organization in which the team is playing. The grace period for all games is 5-minutes.
  - (b) If, after the game has begun, one side refuses to continue play, unless the game has been suspended or terminated by the referee.
  - (c) If, after play has been suspended by the referee, one side fails to resume playing within two minutes after the referee has blown his whistle to resume play.
  - (d) If a team employs tactics designed to delay the game.
  - (e) If, after warning by the referee, any one of the rules of the game is willfully violated.
  - (f) If the order for the removal of a player is not obeyed within two minutes.
  - (g) If an ejected player does not leave the field, park and facility (including parking lot) within five minutes.
  - (h) If, because of the removal of a player or players from the game by the referee or for any cause, there are less than five (5) players on either team, the game shall be forfeited in favor of the team with at least five (5) players remaining or have the proper number of female players in a coed game.
  - (i) The referee has the authority to forfeit a game when he feels the situation is such that physical harm may come to themselves, players or spectators.

10. **FORFEIT PENALTIES** will be assessed in the following manner:
- (a) A forfeited game will tally a negative one (-1) point toward pool standings. Games played involving illegal players will tally a negative two (-2) points toward pool standings.
  - (b) In case of a **double forfeit**, the penalty is the same as it is with a single forfeit.
  - (c) A team may be removed from the tournament, without refund, for excessive forfeits and may be barred from future tournaments.
  - (d) If a team is charged with a forfeit for any reason before the start of the game, that team will be responsible to pay the referee fees in entirety. If a forfeit is charged to any team after play has begun and referee fees have already been paid to the official(s), then each team is responsible for their portion.
11. **THE SCORE OF A FORFEITED GAME SHALL BE 3-0.**
12. **SUSPENDED GAMES** shall be resumed at a future date from the exact point of suspension of the original game.

## **RULE 2. SCMAF SOCCER DIVISIONS**

### **MEN'S SOCCER DIVISIONS**

Men's Premier (A Division)

Men's Recreation (B Division)

Men's Novice (C Division)

Men's Over 30 (no age exceptions, all players must be at least 30 years old as of game day)

Men's Over 40 (no age exceptions, all players must be at least 40 years old as of game day)

### **WOMEN'S SOCCER DIVISION**

Women's Over 30 (no age exceptions, all players must be at least 30 years old as of game day)

Women's Open

### **COED SOCCER DIVISIONS**

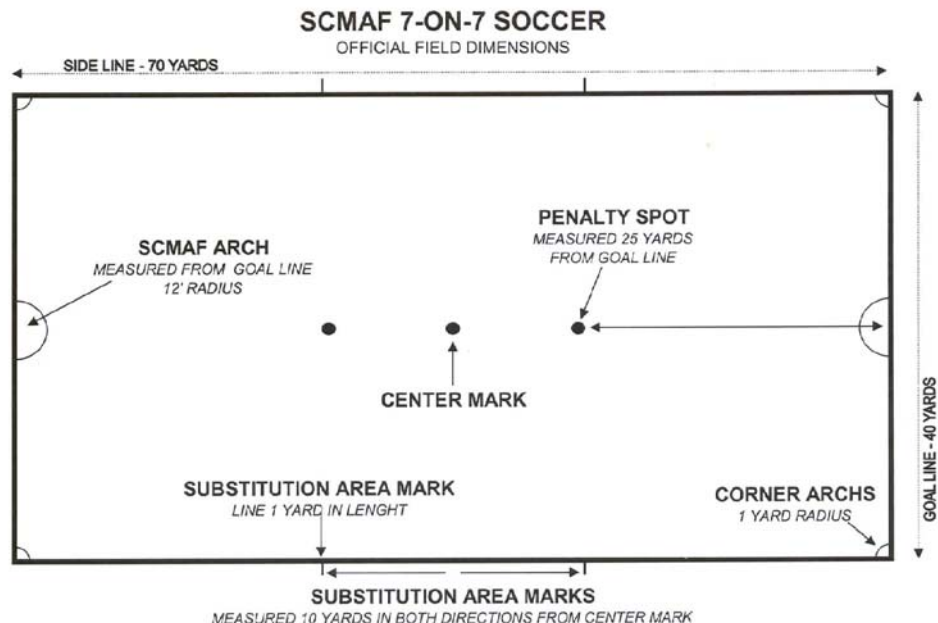
Coed Premier (A Division)

Coed Recreation (B Division)

Coed Novice (C Division)

## **RULE 3. THE FIELD**

1. **THE RECOMMENDED PLAYING FIELD** is the area within which the ball may be legally played. The field shall have a clear and unobstructed area of which the length (sideline or touchline) is 70 yards and the width (goal line) is 40 yards. Field dimensions may be altered but must be rectangular in shape.



2. **LINES** of the field of play must be chalked or painted not to exceed 5 inches in width.
3. **SCMAF ARCH** will be a 12' radius measured from the center of the goal line.
4. **CENTER MARK** will be located directly in the center of the field. The spot must be chalked or painted and must be at least 1 foot in diameter. A traditional center line and center circle will not be marked.
5. **CORNER ARCH** must be painted or chalked in a quarter circle with a 1 yard radius.
6. **PENALTY SPOTS** will be located directly in the center of the field exactly 25 yards from the goal line centered between the posts of each goal. The spot must be chalked or painted and must be at least 1 foot in diameter.
7. **CORNER FLAGS** shall be at least 5' tall and securely and safety mounted in the ground. The top of the corner flag must not have a pointed tip.
8. **THE OFFICIAL GOAL SIZE** for SCMAF 7-On-7 Soccer is 4 ½' x 9'. Nets must be attached so that they do not interfere with any players. Tournaments may use smaller goals but must be at least 4' x 8'.
9. **FITNESS OF THE FIELD** for play shall be determined in advance by the director or supervisor of the area (telephone location in advance if such questions arise). If both teams and the referee(s) are on the field ready to begin a game, the question of the field for play shall be determined by the director and the referee. After "PLAY" has begun and the game has started, the referee alone shall be the judge as to the fitness of the field for continuing play.

#### **RULE 4. TEAMS, ROSTERS, PLAYER ELIGIBILITY AND SUBSTITUTES**

1. **PLAYERS.** The game is played with 2 teams of seven (7) players on each team. The minimum number of players needed to start or finish a game is five (5). Coed teams must have at least 3 females on the field at all times (only two females if a team is only playing with 5 total players).
2. **ILLEGAL PLAYERS** are players not listed on the official roster of a team and or do not meet the age requirements. Illegal players also include players that have been suspended by league or tournament officials.
3. Each team shall **DESIGNATE A CAPTAIN** on the field that will be responsible for (1) representing the team, (2) addressing a referee(s) on matters of interpretation, and (3) to address a referee to obtain essential information.
4. **ROSTERS.** Each team shall be allowed a maximum of fourteen (14) players on its team roster.
5. A player may compete on only one team per division.
6. **IDENTIFICATION.** All players must have a positive means of identification at EACH game. The type of ID should be of official nature and should be either government issued (driver's license, state ID card or passport); from a reputable credit card company with picture of card holder on card; or an official employee identification card of a nationally recognized company. Check cashing cards or other type of identification of this nature will not be valid. For divisions with age requirements, the identification must list birth date.
7. **IDENTIFICATION PROCESS.** At the beginning of each game all players must present their ID to the center official. The referee will reference the players name to the official roster or game card supplied by the tournament director or league official.
8. **ELIGIBILITY.** Decisions regarding player eligibility and other protests will be made final by the Tournament Director, NOT the referee or other tournament staff.
9. **AGE:** Players must be at least eighteen (18) years of age.

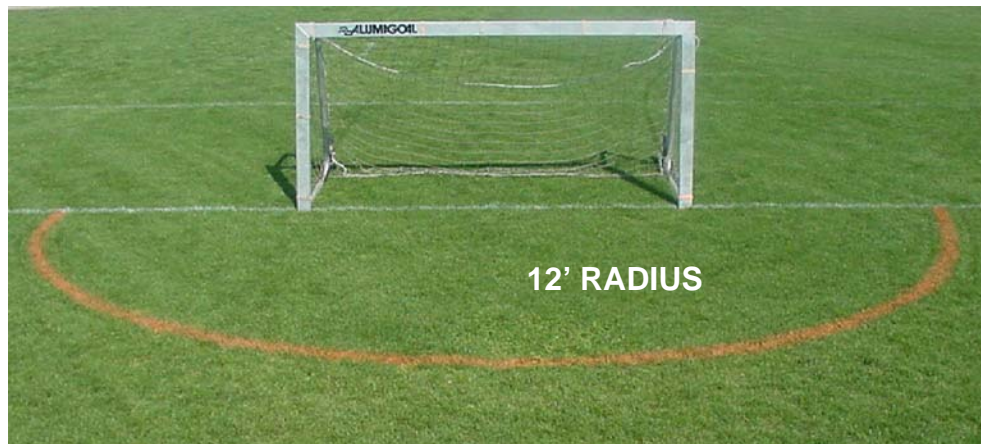
10. **SUBSTITUTIONS:** Substitutes may enter the game on a dead ball or during play. Players do not need to be signaled in by the referee; however, they must enter the field at midfield as marked by the substitution lines. In addition substitutes may only enter the field after the player they are substituting for has left the field. Players may exit the field on the opposite side of the field or goal line **ONLY** if referee stops play and approves the substitution (example: injury to a player). **Penalty for illegal substitution:** play blown dead, an in-direct free kick is awarded to opposing team at the point of the whistle and a yellow card issued to the player entering or exiting the field in a manner not consistent with the rules of the game.
11. **SUBSTITUTIONS ARE UNLIMITED** and players may continually re-enter the game.
12. **YELLOW CARDS** are warnings given to a player for the following offenses:
  - (a) A player is guilty of unsportsmanlike behavior either verbally or by action.
  - (b) A player is guilty of purposely delaying the game.
  - (c) A player continually violates the rules of the game.
  - (d) A player fails to meet the distance requirement for corner kicks, free kicks and re-starting situations.
  - (e) A player enters the field in a manner not consistent with the rule book.
  - (f) A player deliberately uses their hands in the field of play.
13. **RED CARDS** are automatic ejections. Any player receiving a red card must leave the field, facility and parking lot within 5 minutes or the game will result in a forfeit. A red card is given to a player for the following offenses:
  - (a) A player is guilty of violent conduct including fighting.
  - (b) A player is guilty of intent to injure another player.
  - (c) A player is guilty of spitting at or on an opponent.
  - (d) A player is guilty of vulgar and offensive language or gestures towards players, referees, coaches or spectators.
  - (e) A player is guilty of severe unsportsmanlike conduct.
  - (f) A player receives a second yellow card in a game.
14. **EJECTIONS**
  - (a) Any player receiving a red card or 2 yellow cards in a game will be ejected from that game and will be suspended from his team's next game as a minimum penalty. Suspensions may be increased depending on the degree of the infraction by the tournament director, SCMAF Soccer Committee or SCMAF Board of Directors.
  - (b) A red card is worth 2 marks. A yellow card is worth 1 mark. Any player receiving 3 marks in a tournament will be removed from the tournament.
  - (c) Any player, coach or spectator that is ejected from a game for any reason must leave the field and facility within 5-minutes. If the person refuses to leave, the game will be a forfeit for that team.

## **RULE 5. RULES, FOULS, FREE KICKS AND THROW-INS**

*Traditional soccer rules will govern play in SCMAF 7-ON-7 Soccer with the exception of these specialized rules listed below. Unless otherwise noted, CIF Soccer Rules, as published by the National Federation of State High School Associations, will govern play.*

1. **SLIDE TACKLING** and playing the ball from the ground is prohibited. **Penalty for Violation** will result in an indirect kick. If the slide tackle was flagrant or the action had the intent to injure another player, the referee may issue a yellow card or red card for dangerous play based on his discretion. Note: sliding or playing the ball from the ground is allowed if it is done at least 5' away from the closest player.
2. **OFFSIDE.** There will be no offside rule in 7-on-7 soccer.
3. **HAND BALL.** A player shall be penalized for deliberately handling, carrying, striking or propelling the ball with a hand or arm. **Penalty:** Indirect free kick and the referee has the option of issuing a yellow card if the action is deemed unsportsmanlike. A deliberate hand ball that disallows an obvious goal will result in a red card and penalty kick.

4. **OBSTRUCTION** is the deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, running between an opponent and the ball, or using the body as an obstacle. **Penalty:** Indirect free kick.
5. **DANGEROUS PLAY** is an act, in which a referee considers likely to cause injury to any player. This includes playing in such a manner which could cause injury to self or another player (opponent or teammate). **Penalty:** Indirect free kick.
6. **HOLDING, PUSHING.** A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body. **Penalty:** Indirect free kick.
7. **CHARGING.** A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using excessive force. An allowable fair charge is where players make shoulder to shoulder contact in an upright position, within playing distance of the ball, have at least one foot on the ground and their arms held close to their body. **Penalty:** Indirect free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
8. **SPITTING, KICKING, STRIKING, AND TRIPPING.** A player shall not spit, kick, strike, attempt to kick, or strike an opponent. **Penalty:** Indirect free kick and the option of the referee to issue a card (yellow or red) based on the severity of the infraction.
9. **BALL** is considered **OUT OF PLAY** when it has entirely crossed the end line, sideline, goal line on the ground or in the air or has completely stopped within the boundaries of the goal arch. The ball is considered in play at all other times.
10. **SCMAF ARCH VIOLATIONS:** Field players may act as goalies; however, hands are not allowed and players may not touch (feet, hands or other body part) the ball on/in the plane of the SCMAF ARCH (semi circle marked in front of each goal). If a defensive player violates this rule the offensive team will be awarded a penalty shot. If an offensive player violates this rule, the defense will be awarded a goal kick. Players may stand or run through the goal arch with no penalty. A penalty is only assessed when a player touches a ball that is entirely within the goal arch or when a player touches the ball when any part of his body is in the SCMAF ARCH.



11. **DIRECT KICKS** (Kick Offs, Goal Kicks, Corner Kicks and Penalty Kicks) can be scored directly from the kick without touching another player. Players must retain a distance of 5 yards prior to the kick on all direct kicks in SCMAF 7-ON-7 Soccer.
12. **INDIRECT FREE KICKS** will be awarded for all fouls and handballs in SCMAF 7-ON-7 Soccer and must touch at least 2 players before a goal can be scored. Defenders must retain a distance of 5 yards on all in direct free kicks. Exception: if the kick is less than 5 yards from the goal arch, the spot of the ball will be placed 5 yards from the arch by the referee.
13. **KICK OFFS** are direct kicks and are used to restart play at the beginning the game, after half time, beginning overtime, or after a scored goal. The definition of a direct free kick is that the kick can be scored directly without touching any other players. Players must retain a distance of five yards on all kicks offs and

all players must be positioned on the side of the field they are defending. A traditional center circle is not marked in SCMAF 7-ON-7 Soccer.

14. **GOAL KICKS** are direct kicks and may be taken from any part of the end line. The ball must be placed on the line and all defenders must retain a 5 yard distance prior to the kick. Goal kicks are awarded when a ball passes over the end line on the ground or in the air as a result of the offensive team.

***Penalties for illegal Goal Kick Procedures:***

- (a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball. **Penalty for Violation:** An indirect kick is awarded to the other team at the spot of the second touch.
  - (b) The defense must retain a 5 yard distance on goal kicks. **Penalty for Violation:** Kick is re-taken.
15. **CORNER KICKS** are direct kicks and must be taken from inside the corner arch at the nearest corner flag post. Defenders must retain a 5 yard distance from the ball prior to the kick. Corner kicks are awarded when a ball passes over the end line on the ground or in the air as a result of the defensive team.

***Penalties for illegal Corner Kick Procedures:***

- (a) The kicker may not touch the ball a second time after the initial kick until another player on the field touches the ball. **Penalty for Violation:** An in-direct kick is awarded to the other team at the spot of the second touch.
  - (b) The defense must retain a 5 yard distance on goal kicks. **Penalty for Violation:** Kick is re-taken.
16. **PENALTY KICKS** will only be awarded for goal arch violations and penalty shots to determine the winner of a game after the over-time period. Penalty shots will be taken from the 25 yard mark. The ball must be positioned on a portion of the marked penalty spot. The kick is considered a dead ball with only 2 results.  
(1) If the penalty kick crosses the goal line entirely, a goal will be awarded. (2) In all other circumstances, a goal kick will be awarded to the defending team. All players on both teams, excluding the kicker, must stand at least 10 yards behind the spot of the ball during the kick. The kicker must be clearly identified and referee must signal the kicker before the try.

17. **PENALTY SHOT PROCEDURE TO DETERMINE A WINNER OF A GAME.** Under this scenario, 5 players will be selected by each team to take a penalty shot from 25 yards (coed must be 3 males and 2 females or 2 males and 3 females). A coin flip will determine which team will kick first for all rounds. If at the conclusion of the penalty shots the game is still tied, the same 5 players will participate in a sudden death round of penalty kicks. The order of kickers must remain the same. Injury substitutions for injuries during penalty kicks will not be allowed.

18. A **DROP BALL** is a way of restarting the match after a temporary delay while the ball is in the field of play for any reason not covered.

19. A **THROW-IN** is awarded when the entire ball crosses over the side line from the point where it crossed the sideline. A goal cannot be scored directly from a throw-in. To execute a proper throw-in, a player must:

- (a) Use both hands to deliver the ball from behind his head to over his head.
- (b) Face the field and keep both feet on the ground behind or on the sideline.

***Penalties for illegal Throw-In Procedures:***

- (c) A player must use the proper motion to execute a throw-in. **Penalty:** A throw-in is awarded to the opposing team at the same spot.
- (d) A player cannot touch the ball again until another player has touched the ball. **Penalty:** An indirect free kick is awarded from the place where the penalty occurred.
- (e) A player cannot intentionally block or retard the throwers motion. **Penalty:** a throw-in is retaken and the referee may issue a yellow card if he feels the action was deliberate and unsportsmanlike.

## **RULE 6. EQUIPMENT**

1. **SHOES** must be worn by all participants. Molded cleats, turf shoes, or tennis shoes are recommended. Metal cleats are prohibited.



2. **SHIN GUARDS** must be worn by all players and be made of rubber, plastic or similar material. Shin guards must be worn so they are covered entirely by socks to provide a reasonable degree of protection.
3. **OFFICIAL SOCCER BALL** shall be a size 5 soccer ball (circumference 26.5-28 inches and 14-16 ounces) made of leather, synthetic leather or other suitable material will be used. A ball marked "FIFA Approved" is desirable. Each team will furnish one (1) game ball to be approved by the referee.
4. **UNIFORMS** must meet the following requirement:
  - (a) All teams must have the same color uniform shirt with a 6"-8" permanent number on the back. It is the home team's responsibility to alter their uniform as to not create confusion for the officials and players.
5. **CASTS AND JEWELRY.** Casts (plastic or other hard substance in its final form) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped. Exposed jewelry such as wrist watches, bracelets, large or loop earring and neck chains may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body. **Penalty for use:** of illegal equipment is its removal from the game and a yellow card issued to the player in violation.

## **RULE 7. CODE OF CONDUCT**

The Code of Conduct is governed by the local League or Tournament Officials. Procedures covering its use and implementation and any penalties necessary are the responsibility of the appropriate league or tournament official(s). *Unsportsmanlike conduct, aggressive play, profanity, derogatory remarks, flagrant fouls, excessive fouling, physical abuse or fighting will not be tolerated. The Code of Conduct applies to all players, coaches, managers and spectators. The Code of Conduct applies to players as individuals or as a team; and the penalties can be applied on an individual or to an entire team. The Code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.*

1. **NO PLAYER SHALL:** At any time lay a hand upon, shove, strike, spit or threaten to strike any referee, player or spectator. **Penalty:** Referees are required to immediately eject the player from the game and report such a player to the League Executive. Such player will be suspended until his/her case has been considered by the Executive Committee.
2. **NO PLAYER SHALL:** Refuse to abide by a referees decision. **Penalty:** Referees are required to immediately eject the player from the game and report such a player to the League Executive. Such player will be suspended until his/her case has been considered by the Executive Committee.
3. **NO PLAYER SHALL:** Be guilty of objectionable demonstrations by throwing equipment, debris or any other forceful action. **Penalty:** The degree of infraction of this tenet of good sportsmanship shall, in the referee's judgment, draw a minimum penalty of a yellow card or a maximum penalty of removal from the game.
4. **NO PLAYER SHALL:** Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgment. **Penalty:** Referees are required to immediately eject the player from the game and report such a player to the League Executive. Such player will be suspended until his/her case has been considered by the Executive Committee.
5. **NO PLAYER SHALL:** Discuss with a referee in any manner the decision reached by such referee except the manager or captain. **Penalty:** The degree of infraction of this tenet of good sportsmanship shall, in the referee's judgment, draw a minimum penalty of a yellow card or a maximum penalty of removal from the game.
6. **NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body or person of any opposing player. **Penalty:** Referees are required to immediately eject the player from the game.
7. **NO PLAYER SHALL:** Be guilty of physical attack as an aggressor, upon a player, referee or spectator.

**Penalty:** Referees are required to immediately eject the player from the game and report such a player to the League Executive. Such player will be suspended until his/her case has been considered by the Executive Committee.

8. **NO PLAYER SHALL:** Be guilty of abusive verbal attack upon any player, referee or spectator or use profane, obscene or vulgar language in any manner at any time. **Penalty:** The degree of infraction of this tenet of good sportsmanship shall, in the referee's judgment, draw a minimum penalty of a yellow card or a maximum penalty of removal from the game.
9. **NO PLAYER SHALL:** Appear on the field of play or facility at any time in an intoxicated condition. **Penalty:** Referees are required to immediately eject the player from the game and report such a player to the League Executive. Such player will be suspended until his/her case has been considered by the Executive Committee.
10. **NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of the game with any spectator, player or opponent. **Penalty:** Referees are required to report violations of this rule to the Executive Committee.
11. **NO PLAYER SHALL:** Smoke while going on or coming off the field of play, or while on the field of play. **Penalty:** Referees are required to warn player guilty of infraction of this rule, and failure of such players to comply will result in removal from the game.

## **RULE 8. POINT STANDINGS**

1. Tournament standings will be base on the following points for pool play:

Win	-	3 points
Tie	-	1 point
Loss	-	0 points
Forfeit	-	-1 point
Forfeit	-	-2 points for involving an illegal player
2. In the event of a two-way tie:
  - (a) The best record, head-to-head, will determine the pool champion.
  - (b) If the teams are still tied, "goals against" for all pool play games determine pool champion.
  - (c) If the teams are still tied, "goals for" for all pool play games determine pool champion.
  - (d) If the teams are still tied, a coin flip will determine pool champion.
3. In the event of a three-way tie:
  - (a) The best record involving games against the teams tied will determine the pool champion
  - (b) If the teams are still tied, "goals against" for all pool play games determine pool champion.
  - (c) If the teams are still tied, "goals for" for all pool play games determine pool champion.
  - (d) If the teams are still tied, a coin flip will determine pool champion.
4. In the event of a tie involving more than three teams, the League Director will determine the tie-breaking procedure based on the previous methods.

## **RULE 9. SCMAF BLOOD RULE**

A player, coach, or official, who is bleeding, or who has an open wound, or had blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be allowed to participate unless: all bleeding has stopped; any exposed cut/scrape, which has bled, is completely covered; and excessively bloody uniform is changed.

## **APPENDIX A - PROTEST PROCEDURES**

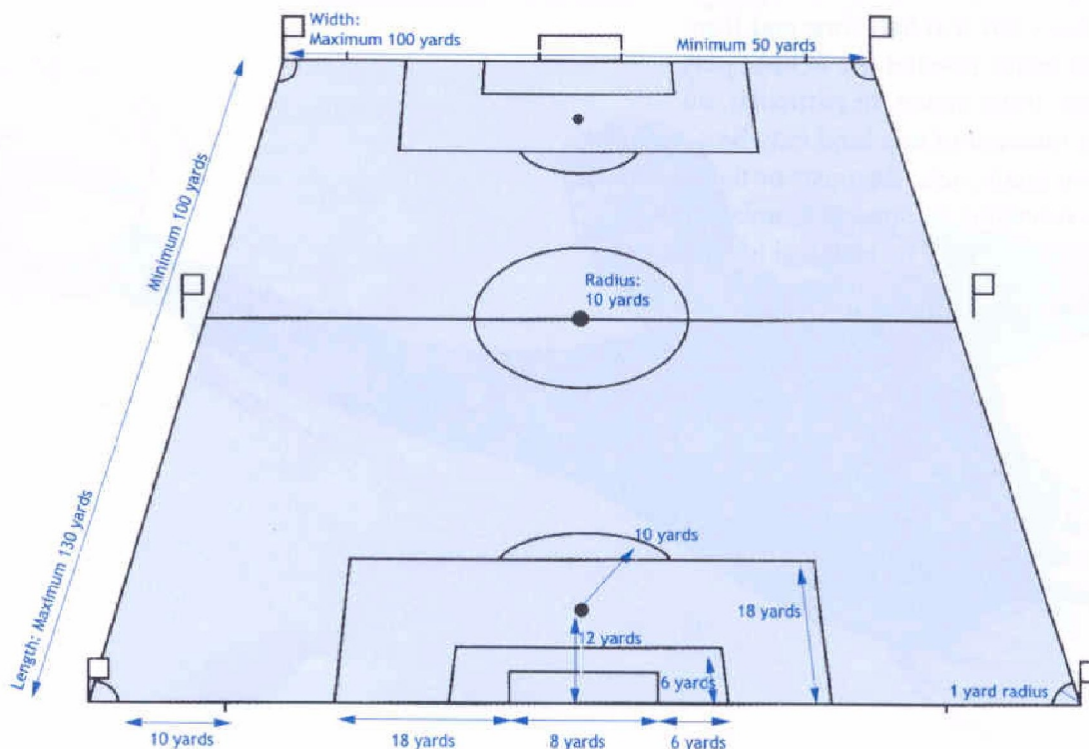
1. **THE NOTIFICATION OF THE INTENT TO PROTEST** must be made immediately after the play in question has been called.
  - (a) The captain or manager of the protesting team should immediately notify the head referee and a league official or tournament director that the game is being continued under protest.
  - (b) All interested parties shall take notice of the conditions surrounding the making of a decision that will aid in the correct determination of the issue.
  - (c) At the conclusion of a game a formal written protest must be filed with the league or tournament director.
  
2. **PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED ARE:**
  - (a) Failure of a referee to apply the correct rule to a given situation.
  - (b) Misinterpretation of a playing rule.
  - (c) Failure to apply or impose the correct penalty for a given violation.
  
3. **PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED** if they are based solely on a decision involving the accuracy of judgment on the part of the referee. A protest will not be considered if it is made after the conclusion of the game.
  
4. **A FORMAL WRITTEN PROTEST MUST BE MADE AT THE CONCLUSION OF THE GAME AND SHOULD CONTAIN THE FOLLOWING INFORMATION.**
  - (a) The date, time and place of game.
  - (b) The names of the referee and tournament/league staff involved.
  - (c) The rule and section of the OFFICIAL RULES and/or local rules under which the protest is made.
  - (d) The decision and conditions surrounding the making of a decision.
  - (e) All essential facts involved in the matter protested.
  
5. **THE DECISION MADE ON A PROTESTED GAME** may result in one of the following:
  - (a) The protest is found invalid and the game score stands as played.
  - (b) When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with decision corrected.
  - (c) When a protest for ineligibility is allowed the offended team shall be credited with a victory (forfeit score 3-0). In addition, the team with the ineligible player will receive a negative -2 points in pool play or league standings.

## APPENDIX B - SUPPLEMENTAL 11-ON-11 SOCCER RULES

SCMAF 7-On-7 Soccer Rules will govern play with the following exceptions. For any rule not covered in this book, please refer to the CIF 2004-2005 Soccer Rule Book as published by the National Federation of State High School Associations.

1. **REGULATION GAME** shall consist of two (2) forty five-minute halves. Duration of tournament games may be altered and will be decided by the tournament committee.
2. **MATCH OVERTIME.** In tournament games there will be a ten-minute sudden death overtime period followed by penalty shots. **Note: pool play games may end in a tie.**
3. **FORFEITED GAMES** will be declared by the referee in favor of the team not at fault in the following cases:
  - (a) If, because of the removal of a player or players from the game by the referee or for any cause, there are less than seven (7) players on either team, the game shall be forfeited in favor of the team or have the proper number of female players in a coed game.
  - (b) The score of a forfeited game will be 1-0.
4. **THE RECOMMENDED PLAYING FIELD** is the area within which the ball may be legally played. The field shall have a clear and unobstructed area of which the length (sideline or touchline) is 120 yards and the width (goal line) is 80 yards. Field dimensions may be altered due to limitations at some facilities but must be rectangular in shape and at least 100 yards x 50 yards.

OFFICIAL DIMENSIONS FOR SCMAF 11-ON-11 SOCCER FIELDS SCMAF



5. **CENTER MARK** will be located directly in the center of the field. The spot must be chalked or painted and must be at least 1 foot in diameter. A center circle will be marked with a radius of 10 yards.
6. **PENALTY SPOTS** will be located directly in the center of the field exactly 12 yards from the goal line center between the posts of each goal. The spot must be chalked or painted and must be at least 1 foot in diameter.

7. **THE OFFICIAL GOAL SIZE** is 8' x 24'. Nets must be attached so that they do not interfere with any players.
8. **THE PENALTY AREA** is measured 18 yards from the inside of each goal post on the goal line drawn at right angles and connected by a line parallel with the goal line which is 18 yards from the goal line.
9. **THE GOAL AREA** does not need to be marked.
10. **PLAYERS.** The game is played with 2 teams of eleven (11) players on each team. The minimum number of players needed to start or finish a game is seven (7). Coed teams must have at least 5 females on the field at all times (only four females if a team is only playing with 9 total players).
11. **ROSTERS.** Each team shall be allowed a maximum of twenty (20) players on its team roster.
12. **SUBSTITUTIONS:** Substitutes for either team may substitute an unlimited number of players between periods, when a goal is scored, on a goal kick, when a player from either team is injured a medical assistance is needed from a trainer or other individual(s), when a player from either team is issued a yellow card and when a player is issued a red card (note: a team may not substitute for a player that has been disqualified).

Unlimited substitutions can only be made by the team in possession of the ball on a throw-in and on a corner kick. Note: the team NOT in possession of the ball may substitute players at a throw in or corner kick if the team in possession of the ball is also substituting.

All substitutes must be beckoned into play by the referee.

**Penalty for illegal substitution:** play blown dead, an indirect free kick is awarded to opposing team at the point of the whistle and a yellow card issued to the player entering or exiting the field not consistent with the rules of the game.

13. **SLIDE TACKLING** and playing the ball from the ground is **LEGAL** in 11-on-11 play as long as it is done within the context of rules.
14. **OFFSIDE RULE.** A player is in an offside position if he is nearer to his opponents' goal line than both the ball and the second last opponent. A player is only penalized, at the moment the ball touches or is played by one of his teammates and in the opinion of the referee involved in the play by interfering with play, interfering with an opponent or gaining an advantage by being in that position. **Penalty:** An indirect free kick to the opposing team to be taken from the place where the infringement occurred.

There is no offside offense if a player receives the ball directly from a goal kick, a throw-in or a corner kick.

15. **DIRECT FREE KICKS** will be issued at the spot of the infraction to the opposing team for the following offenses or situations.
  - Kicking or attempting to kick an opponent
  - Tripping or attempting to trip an opponent
  - Jumping, pushing, holding or charging at an opponent
  - Striking or attempting to strike an opponent
  - Spitting on or in the direction of an opponent
  - Handling the ball deliberately (except for goal keeper within his own penalty area) **Note: If any of the above shall happen in the penalty area, a penalty shot will be awarded.**
16. **INDIRECT FREE KICKS** will be issued to the opposing team for the following offenses or situations.
  - Goalkeeper taking more than six seconds with his hands before playing the ball.
  - Goalkeeper touching the ball again with his hands after it has been released from his possession and has not touched any other player
    - Goalkeeper touches the ball with his hand after it has been deliberately kicked to him by a teammate or from a throw-in by a teammate
    - Player plays in a dangerous manner
    - Player impedes the progress of an opponent

- Prevents the goalkeeper from releasing the ball from his hands
- Commits any other offense not previously mentioned which causes play to stop **Note:** *Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal area line which runs parallel to the goal line at the point nearest to where the foul occurred. Any other indirect free kick will be taken at the spot of the infraction.*

17. **PENALTY KICKS** will only be awarded for direct kick violations which occur within the penalty area.

18. **PENALTY SHOT PROCEDURE TO DETERMINE A WINNER OF A GAME.** Under this scenario, 5 players will be selected by each team to take a penalty shot from **12 yards**. A coin flip will determine which team will kick first for all rounds. If at the conclusion of the penalty shots the game is still tied, the same 5 players will participate in a sudden death round of penalty kicks. The order of kickers must remain the same.