



## Rules Governing Play For 7 V 7 / 2010 Tournament

7 v 7 Adult Soccer Tournament FOLLOWS THE GUIDELINES OF 2010  
FIFA LAWS of the Game, WITH THE EXCEPTIONS BELOW.

### 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 tournament and/or will provide the administrative framework for the operation of the tournament.

#### LAW 1: Field of Play

Field shall be a minimum of 40 yards wide by 50 yards long, and a maximum of 65 yards wide by 80 yards long. Regular goals are used.

- Goal area is (6 yards by 6 yards) and the penalty area is (12 yards) and is joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

#### LAW 2: The Ball

The ball shall be a "FIFA Approved" age appropriate ball.

#### LAW 3: The Number of Players

Each team will field 7 players (3 females, 4 males or 3 males, 4 females) at any one time. Cal South rules will allow a team to play with 5 people (minimum 3 females, 2 males). There is no maximum limit to the number of females, which must be on the field at once. 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. Maximum roster size is 15.

##### A. Divisions: (if needed)

###### Men's

Open  
Premier  
Over 30  
Over 40

###### Women's

Open  
Premier  
Over 30  
Over 40

###### Co-Ed

Beginner  
Open  
Premier  
Over 30  
Over 40

##### B Substitution During Play and Stoppages:

Players may substitute at any dead ball on an unlimited basis, with the permission of the referee. The player must enter or exit the field of play at the half way line.

## **LAW 4: The Players Equipment**

- Player equipment must conform to Cal South rules. Shinguards will be worn under socks by all players. Players wearing a permanent orthopedic cast or brace must be cleared to play by the referee and/or tournament director.
- A player may be removed from the game at any time if the referee determines that the player is using or is attempting to use a cast or brace to injure other players.
- Teams will wear uniforms of matching design and color, and must have numbers. No two players may have identical uniform numbers while both players are simultaneously playing.
- In the event of similar team colors, the designated home team will be required to change to a color accepted by the referee.  
B. The uniform of the goalkeeper must be distinctly different in color from the basic colors of both competing teams and the referee.

## **LAW 5: The Referee**

- Enforce the “Laws of the Game” and all tournament rules.
- A one 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.
- 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 made by the Referee shall be final.

## **LAW 6: The Assistant Referee**

There will be no Assistant Referees

## **LAW 7: The Duration of the Match**

- Play will be divided into (2) 25- minute halves separated by a Ten (10) minute halftime. A running clock will be maintained by a referee. The referee has the discretion to stop the clock during injury time.
- Overtime Periods:  
There will be no overtime periods in preliminary matches. Semifinal and final matches will have two ten (10) minute overtime periods, “No Golden Goal” format.  
If there is no score after overtime, Kicks from the mark will follow (FIFA Rules).

### **A 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.
- Teams will alternate (male, female shooting order) from 25 paces of the goal line at an open goal.
- 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

## **LAW 10: The Method of Scoring**

- 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.

### **LAW 11: Offside**

There will be no offside.

### **LAW 12: Fouls and Misconduct**

- Any player who commits a foul may be penalized by awarding an **Indirect Free Kick** to the opposing team which will be taken at the point of the infraction subject to the exclusion of the penalty kicks. 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, a Penalty Kick will be awarded.
- **No Slide Tackling / Playing the ball on the Ground** - Penalized as an Indirect 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. **A YELLOW / RED CARD MAY BE ISSUED AT THE REFEREE'S DISCRETION.**
- Verbal abuse: taunting of players, referees, or spectators by players, coaches, or spectators are cause for immediate suspension.  
Any player deliberately attempting to prevent a shot on goal using his hands on the ball will receive a yellow card (subject to a 5 minute suspension) and the attacking team will be awarded a penalty kick.

### **LAW 13: Free Kicks**

- All restarts are Indirect Free Kicks with the exception of a goal kick and Penalty Kick.

### **LAW 14: The Penalty Kick**

- All Penalty Kicks will be taken from the center circle.
- All players must remain behind or even with the ball and 5 yards from the player taking the kick.
- **An offensive penalty will result in an Indirect free kick for the defensive team from where the penalty occurred.**

### **LAW 15: Throw Ins**

- There will be no throw-ins.  
All restarts from the sidelines will be with a kick-in. A goal **cannot** be scored directly from a kick-in.  
Opposing players must be at least **10 yards** away from ball on kick-ins.

### **LAW 16: The Goal Kick**

Ball may be kicked from any place in the goal area. The ball must leave the goal area before it is touched by any other player. A goal may not be scored directly from a goal kick.

### **LAW 17: The Corner Kick**

- There will be no corner kicks  
The restart for the corner kick will be an indirect free taken from where the normal corner kick is usually taken. A goal **cannot** be scored directly from the IFK until it is touched by another player.  
Opposing players must be at least **10 yards** away from ball on this IFK.

## **2. Referee Time Stoppage**

- The restart of the match shall go to the team in possession at the time of the stoppage with an Indirect 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.

## **3. Protest:**

- No protests will be allowed

#### **4. POINTS SYSTEM:**

##### GAME POINTS:

- 4 points for shutout
- 3 points for a win
- 1 point for a tie
- 0 points for a loss

##### TIE BREAKERS:

The following tie breaking procedures will be used to determine tournament winners:

- Head to head competition in common games
- Goals Forward Minus Goals Against
- Total points scored in the tournament
- Coin toss

If there are 3 or more teams that are tied in points, then the following tie breaking procedures will be used to determine tournament winners:

- Head to head competition in common games
- Goals Forward Minus Goals Against
- Total points scored in the tournament
- Coin toss

#### **5. FORFEITS**

A minimum of five players constitutes a team. Games should start at the given time. In case a team does not have five players present, it should be allowed a maximum of 5 minutes grace period before awarding the game to the opponent. A forfeit will be scored 4-0.

#### **6. TERMINATED GAMES**

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed. The score of the game at the time of termination will stand, unless the center referee specifically states that it was the obvious intent of the winning team to have the game terminated. Under this condition the game will be recorded as 0-0 with no points granted for the tie in the preliminary rounds. If the center referee specifically states that it was the obvious intent of the losing team to have the game terminated, the score will be listed as 4-0 for the team winning at the time of termination.

The decision as to the score of such games and on whether teams advance will be made by the Tournament Director after receiving reports from game officials, coaches and Field Coordinators. The decision of the Director will be final and unappealable and further disciplinary actions may be taken.

#### **7. INCLEMENT WEATHER**

Games will not be played in inclement weather if there is a possibility of injury to players or damage to the playing surface. Thus, in the event of inclement weather, the Tournament Director has the authority to:

1. Relocate or reschedule any game
2. Change the duration of any game. Preliminary games terminated for weather after one half of play has been completed, shall be considered official
3. Cancel any preliminary game which has no bearing on the selection of group winners
4. Cancel consolation games
5. Cancel the entire day of play for the safety of the players and the good of the playing fields

#### **8. CHAMPIONSHIP FINAL CEREMONY**

Following the completion of the championship game the winning team will present themselves to the Tournament Director for awards.

## 9. AWARDS

- 1<sup>st</sup> place in each division
  - T-shirt
  - Free registration to next years tournament
- 2<sup>nd</sup> place in each division
  - T-shirt

## 10. GENERAL

- The Tournament director and/or the committee/host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this series.
- The Tournament Director's interpretation of the foregoing rules and regulations shall be final.
- The Tournament Director reserves the right to decide all series matters.
- The Tournament Director's are not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the series at the discretion of the Tournament Director.
- Any player, coach or spectator found in possession of illegal drugs, or weapons will be banned from the series and appropriate notifications made to the local law enforcement authorities.

