

RULES & REGULATIONS 7v7 SOCCER

PLAYER REGISTRATION

All players must be registered on their team's registration form before the tournament begins. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. All players must carry proof of age (player pass, passport, driver's license, school ID or birth certificate). MUST BE CURRENT AND VALID

ROSTERS & GENDER

All rosters are frozen at check in. No males will be allowed to participate in any female divisions, except co-ed division. Females CAN play in male divisions. Co-ed division must have always at least one female on the field.

PLAYERS & SUBSTITUTIONS

TWELVE is the maximum number of players on a team; 7 field players at one time. Teams playing with more than 12 players during an event will be disqualified. Players may only play on one team per division. Substitutes may occur at any dead ball situation, but players must be called onto the field by the referee and enter and exit at the half-field mark only. Players must already be at the half-field mark when the dead ball situation first occurs to be called on. You must have at least 5 players on the field to play (with the exception of less due to red cards)

GAME DURATION & OVERTIME

Games will consist of two 12-minute halves with a 2 min halftime. There is NO overtime or shootouts in pool play. (They can end in a tie) If tied at the end of regulation on bracket play, there will be a 3-minute golden goal period. If still tied, there will be a shootout with any 5 players chosen that were on the field at the end of play. Players will rotate and have the best of 5. If still tied, it will go to sudden death rotating one team player at a time until a winner is decided. There is NO overtime or shootouts in pool play. They can end in a tie. Games will end if one team is UP BY 8 GOALS.

FIELD DIMENSIONS

Field dimensions are 55-65 yds long and 35-45 yds wide. (can vary/ be smaller for indoor or field location)

SCORING

Win is 3 points. Loss is 0 points. Tie is 1 point.

Forfeits will be scored 4-0.

TIEBREAKERS

In pool play, ties between two or more teams will be broken by: 1) head-to-head results between tied teams (2 teams only); 2) goal difference in pool play; 3) fewest goals against in pool play; 4) goals scored in pool play. If teams are still tied after all tiebreakers, a sudden death shootout between 3 players from each team until a winner is decided.

GOALKEEPER

- May use their hands within 8 yds of the goal.
- May handle balls passed back by a teammate.
- Must release the ball within 10 seconds (or lose possession)

ADDITIONAL RULES

- No offsides
- No slide tackling. (referee discretion whether an opposing player is close enough)
- Defenders must be 6 yds away from the ball in any dead ball situation.
- Any restart has a 10 second rule. Failure to do so will result in loss of possession.
- Throw ins must touch a player or the ground first.
- Penalty kicks are taken from 8 yds from the center of the goal.
- Goal kicks can't pass midfield in the air and must touch a player/ground on own half first.

SPORTSMANSHIP & CONDUCT

- Unsportsmanlike behavior may result in yellow or red card.
- Tournament staff and referees have authority to remove players or spectators.
- Coaches are responsible for their players, parents and spectators.
- Protests are not allowed. Rules clarifications are made by the tournament director.

ANY EXACT RULE HERE OR ANYTHING ELSE IS LEFT TO THE TOURNAMENT DIRECTOR