



## **PLAYING RULES 1.0 (9/16/2020)**

**S7.1. NUMBER OF PLAYERS:** Play consists of 6 field players and a goalkeeper. Players may only play on one team in a division, in the tournament. A minimum of 5 players are required to play/continue a match. If a match is abandoned or forfeited due to a minimum number of players not being available – the team which forfeited, cannot advance into any playoff game.

**S7.2. SUBSTITUTIONS:** In 7v7 there is unlimited substitution. Substitutions can be made whenever there is a dead ball situation.

**S7.3. TEAM UNIFORMS & EQUIPMENT:** All players must wear proper uniforms during play and each team must bring both a primary and alternate set of uniforms, which are numbered. The team designated as the "away" team shall change in the event of a color conflict.

**S7.4. SAFETY:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. The regulation ball size 5 is required for all games.

**S7.5. FIELD DIMENSIONS:** For all divisions the Width - 35 to 50 yards, Length - 60 to 80 yards.

**S7.6. GOALS & GOAL AREA:** In 7v7 there is only one area in front of each goal known as the penalty area. This area is marked by the goal line, two lines starting on the goal line (12yd) from the goalposts and extending (12yd) into the pitch perpendicular to the goal line, and a line joining them. The goalkeeper is allowed out of the goal area. All goals in 7v7 are full-sided (8' x 24').

**S7.7. GAME DURATION:** The game shall consist of two 22-minute halves separated by a five-minute halftime period. Games tied after regulation play shall end in a tie except in an elimination game. A team, at the sole discretion tournament director will be forfeited at game time if they are not present. There are no time outs in 7v7 soccer.

**S7.8. NO OFFSIDE:** There are no offside in 7v7.

**S7.9. SLIDE TACKLING & SHOULDER CHALLENGES:** Slide tackling and proper shoulder challenges are allowed in 7v7.

**S7.10. FIVE YARD RULE:** In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

**S7.11. KICK-INS:** The ball shall be kicked into play from the touchline instead of throw in.

**S7.12. DIRECT & INDIRECT KICKS:** Are handled the same as normal FIFA laws of the game.

**S7.13. PENALTIES:** Penalties shall be taken from the marked spot (or edge of the penalty area), 12 yards from the center of the goal.

**S7.14. GOAL KICKS:** May be taken from any point inside the penalty area on the touchline.

**S7.15. GOALKEEPERS:** All normal FIFA Laws of the Game apply to goalkeeper handling of the ball.

**S7.16. PLAYER EJECTION (RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with the remaining players on their team. If the ejected player was on the field, he may be replaced by an eligible rostered player on the team. The tournament director will decide the number of games in the suspension.

**S7.17. PROTESTS:** No protests shall be entertained, and any tournament director decision is final.

**S7.18. TIE BREAKERS:**

1. Head to head result (void if more than two teams are tied).
2. Goal differential to a maximum of four (4) goals per game.
3. Most goals scored to a maximum of four (4) goals per game.
4. Least goals allowed to a maximum of four (4) goals per game.
5. Number of shutouts.
6. FIFA penalty kicks.

**S7.19. FORFIETS:** Any games which are forfeited in the tournament for any reason shall result in a score of 4-0. Teams which forfeit any game may not advance into playoff/final play.

**S7.20. INCREMENT WEATHER:** If any game is not completed or cancelled due to weather, the tournament director will advise team managers/captains on any potential reschedule. The tournament director will do everything within their power to make up for games lost. If a game is in the second half of play at the time of delay and not completed, the score when game was halted shall be recorded. No refunds will be issued once teams have played in a game.

A FULL LIST OF RULES CAN BE FOUND AT <http://ussasoccer.com/super-7s-event-information/> ANY DISPUTE IN PLAYING RULES, WILL ALLOW THE RULES POSTED AT [WWW.USSSASOCER.COM](http://WWW.USSSASOCER.COM) TO PROCEED THESE PUBLISHED RULES.

