

A decorative graphic consisting of five orange triangles of varying sizes, arranged in a fan-like pattern pointing downwards.

## 7v7 Adult Soccer League

### General Rules:

- Each team will field 6 outfield players and 1 goal keeper
- Players are allowed to be of either gender. This is not labeled a co-rec league. Females are not required
- Field size will be 60yds x 40yds. Goal size will be 6'x12' or 6'x10'
- All game rules, unless specified in this document, will be in accordance with FIFA, international governing body of soccer

### Player Requirements:

- Team will fill out roster, and pay all according fees set forth by SCPR. The Team will be registered with SCPR, and players must fill out an individual form.
- Teams must have at least 5 field players including a keeper to begin. Late arrivals will be allowed to sub-in when ready.
- Substitutes will be allowed in any "dead ball" situation, except for opposing team free kicks. Substitutions will be unlimited. Sub must wait for Referee to allow substitute on. There will be no "On the Fly" substitutions.
- Players must wear matching colored kits.
- FIFA Authorized footwear is required. NO METAL CLEATS will be allowed.
- Shin guards are not required, but strongly recommended.

### Play Rules:

- Games will consist of two 25 minute halves. Halftime will consist of 5 minutes. Clock will run nonstop.
- Slide tackling is not legal. Play on the ground will be at the discretion of the referee, but dangerous play will be judged for a foul and discipline will be issued
- Yellow cards and Red cards will be issued for all deserving offenses, in accordance with FIFA regulation. A first Yellow card is a warning, a second yellow card warrants a red, which requires the player to be sent off, and the offending player's team is to play down one player for the duration of the game. Any player sent off in early games will not be allowed to substitute in other games that day or the following week of suspension.
- All Free Kicks are Direct. Any ball that goes over the Touch Lines will be played in with a kick in. Ball must be stationary. Any ball that travels over the End Lines will result in a Goal throw or a Corner Kick. Corner Kicks are to be played the same as in a Full Side game. Free Kicks will be given a minimum of 5 yards by opposing players.
- Quick restarts are allowed, at the discretion of the Referee. Penalties given for infractions inside the designated goal box. When a penalty is given, the offensive player will get a PK 12 yards from goal as per FIFA Rules. Keeper must stay on the line until ball is kicked. All other field players must stand outside the penalty area, and if the goal is missed play will resume as normal.
- Goal Keepers are allowed to use hands inside the designated Penalty Boxes. Goal Keepers are not allowed to "Handle" the ball outside of said area. Goal Keepers are not allowed to pick up balls directly played back by field players of the same team. Goal Keepers are allowed to kick, throw or punt to distribute the ball. Goal Keepers are allowed to slide for oncoming balls into the Penalty Box, as long as safety is taken into concern

from all players. On a goal kick the Goal Keeper is allowed to throw the ball in from anywhere in the Penalty Box.

- There is no offside rule.
- The Referee has the final say on any and all “on field” calls, goals, discipline, and ejections. Each team will provide a captain, who may converse with the referee, but all referee decisions are final.
- Each player is expected to hold themselves in the highest accords with FIFA’s *Fair play and Sportsmanship* rules. Foul language, inappropriate gestures, violence, intentional dangerous play, and any other activities that violate the rule or spirit of the game, or the rules of SCPR and/or the rules of its facilities will be subject to discipline, removal, suspension, and/or expulsion from the league.

#### League System:

- Games will be played on specified nights coinciding with field availability as scheduled by SCPR.
- All Wins will be worth 3 points, Ties will be worth 1, and Losses will be worth 0
- Winner will have most accumulated points at end of season. Tie will be broken by Goal Difference > Goals for > Goals Against

Updated: December 5, 2022