



RULES FOR 7vs.7 SOCCER

OUTLINE

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RULE 1.- PARTICIPANT TEAM'S RESPONSIBILITIES

- A. It is each team's responsibility to cover the total amount of league fees no later than the second game of the season. If a team does not cover their league fees in full by this day, the points accumulated on the standings will not count for their overall position.
- B. It is each team's responsibility to pay for ref fees. This can be done in advance or as the tournament advances, game by game.
- C. The games will start at the scheduled time and day. Each team will need to show up 5 minutes prior to their scheduled game and they must have at least 5 players inside the field, ready to start the game by the time the referee whistles. In the case the team is not in the field within the first 5 minutes of the game, this team will be penalized with a goal against. In the case the team is not ready to start and with at least 5 players in the field within the first 10 minutes, this team will lose the game by default.
- D. It is each team's responsibility to show up to their games with a soccer ball (Size 5) in good condition. The referee will ask each team for their ball at the beginning of the game. In case a team shows up without a ball, they will be penalized with a goal against.
- E. Each team is required to communicate their captain or the person in charge the team if they are not going to show up to any on their scheduled games during the season. The captain is required to give notice to the league owner ahead of time if his team is not going to show up for any game, so the game can be re-scheduled or to let the adversary know ahead of time. In the case a team do not show up and do not give notice to the league owner, this team will be penalized with \$40. In the case this monetary penalty is not covered by the next game, the team will be penalized with accumulated points in the standings.
- F. Games will NOT be suspended under any circumstances, unless Eastlake Soccer League gives notice to the captain's team ahead of time due to extreme weather conditions or if the decision is been made by Eastlake Soccer League for any other major reason.

RULE 2.- PLAYER'S REGISTRATION

- A. Each team will have a maximum of 13 registered players. In the case a team needs more than 13 registered players, they can do so for \$10 per extra player.
- B. Every player is obligated to have a valid registration card. This card will have their name, date of birth and team name. No player will be allowed to play without a valid registration card. In the case a player starts a game without a registration card or a one time permit approved by the league owner, this player will be expelled from the game by the referee or by the league owner.
- C. Each team has the option to question or request verification of the adversary's registration cards. The captain of each team can ask to the league owner before the game starts or at half time. If the player in question is not properly registered or does not have a one time permit approved by the league owner, this player will be expelled from the game and the team will be penalized with a goal against.
- D. Each team has the option to invite players that are not registered ONLY in the case their registered players cannot show up to the game in question and the team is incomplete. The captain's team needs to request the league owner ahead of time for a one time permit for this player. The league owner will review the situation and will approve or deny accordingly.
- E. Every player must have a registration card on file to be able to participate in any game. Each team will have until the THIRD GAME OF THE SEASON to register players. After the third week of the tournament registrations are no longer permitted.

RULE 3.- DURATION OF THE GAME.

- A. The game consists in 2 PERIODS of 25 minutes each, with a 2 minute half time break between each period.
- B. THE END OF EACH PERIOD WILL BE AT THE EXACT MOMENT IN WHICH THE GAME CLOCK SHOWS 00:00. It does not matter where the ball is or if there is a clear opportunity.
- C. The only exception to this rule is if the referee calls a foul before the clock shows 00:00 and the foul is called closer to the other team's goal, for example (Penalty kick or a foul called close to the adversary's goal). This will count as the last play of the game.
- D. The end of each period will be called either by the referee or by the league owner.

RULE 4.- PLAYERS AND SUBSTITUTES.

- A. The game will be played by 2 teams formed with 7 players each and one of this players needs to be the goalkeeper.
- B. In order to start the game each team will need to have at least 5 players inside the field ready to play.
- C. All personnel at the benches will be under the referee's jurisdiction including the substitutes whether they are playing in the game or not.
- D. Unlimited substitutions for eligible and registered players will be allowed even when the ball is in play.

E. Incorrect Substitutions:

- Having more players than permitted inside the field.
 - Playing without a goalkeeper.
 - Any player that steps inside the field without being previously registered or has a one time permit approved by the league owner.
- Sanction:**
- If a team makes an incorrect substitution, the team will be penalized with a free kick at the place where the ball was located where the incorrect substitution was made.

RULE 5.- PLAYER'S EQUIPMENT

- A. Sports jersey with the same color that the team selected.
- B. Sports shorts or pants.
- C. Long socks.
- D. Shinguards (It is each player's responsibility to wear shinguards. The league will not be held liable for any injury for not using the recommended equipment. A waiver must be signed by each player relieving the league for any responsibility. If the waiver is not signed, shinguards are absolutely mandatory).
- E. Special tennis shoes for synthetic turf or soccer cleats.
- F. Any infraction to this rule, the player will have to abandon the game to adjust his/her equipment or to sign a waiver and he or she will not be able to go back to the game unless the referee or the league's owner approves it, who will verify the player has the recommended equipment or verify if the player has signed a waiver.

RULE 6.- BALL IN PLAY.

GOAL KICK

- The ball will be played by the goalie "With his hands" anywhere inside the box.
- The ball will be in play once it has reached the box limits.
- The goalie will not be able to touch the ball for the second time unless the ball is touched by another player.
- The goalie has the option of playing the ball with his foot anywhere on the field "ONLY" if he grabs the ball from an ongoing play. Goal kicks must be played with the hands.

CORNER KICK

- This will happen when the ball is last touched by a defender.
- The ball will be positioned at the corner area closest where the ball came out.
- The ball will be played with the foot.
- Olympic goals or direct goals from a corner kick will be allowed.

FREE KICKS

- The ball needs to be steady.
- The wall and any defender need to be at least 7 foot away from the ball.
- The player will have 5 seconds to play the ball.
- None of the players from the team that is taking the free kick will be able to be on the defensive wall.
- On a 2 touch free kick, the ball will be consider in play once the ball has been touched by an attacker with his foot and the ball makes a visible movement.

SANCTION

All the plays mentioned above will have no longer than 5 seconds to put the ball in play. In the case the ball is not in pay after these 5 seconds, the team will be penalized with a change of possession.

RULE 7.- FOULS AND SANCTIONS.

1. Kick or try to kick an adversary.
2. Trip or try to trip an adversary.
3. Charge against an adversary.
4. Punch or try to punch an adversary.
5. Push an adversary.
6. Slide against an adversary.
7. Pull or hold an adversary.
8. Spit on an adversary.
9. Touching the ball deliberately with the hands (Goalie is exempt from this sanction inside the box).
10. "ANY TYPE OF SLIDING IS NOT PERMITTED OR PLAYING THE BALL WHILE ON THE GROUND, WETHER AN ADVERSARY IS NEAR BY OR NOT". (The goalie is the only person that can slide inside the box)

Accumulation of Fouls:

The accumulation of 6 fouls on each period will result on a penalty kick against. At the end of each period the foul count will start from cero. If a team reaches 6 accumulative fouls, the count will reset to cero after the penalty kick is taken by the other team.

Disciplinary Sanctions:

YELLOW CARD.

If a player is given a yellow card, the player will need to leave the game for 2 minutes and leave his team with a man down for this time. NO OTHER player will be allowed into the game after this 2 minute sanction has passed. The referee will let the team know when another player can come into the game.

A player will be given a yellow card for any of the following actions:

1. Unsportsmanlike conduct (This include playing dirty).
2. Taunting with words or actions.
3. Inflict in continuous infractions against the rule book.
4. Delay of game.

RED CARD.

If a player is given a red card, the player will need to leave the for the remaining of the game and no other player will be allowed into the game for 4 minutes. This player will be suspended depending on the gravity of his action. The referee will indicate the team when another player can come into the game.

A player will be given a read card for any of the following actions:

1. Roughing any player.
2. Violent conduct.
3. Spit to an adversary or any other person inside the premises.
4. Playing the ball with the hand intentionally on a clear goal instance from the adversary.
5. Insulting the referee or an adversary.
6. Receiving a second yellow card.

NOTE: ANY FIGHT OR BRAWL WITHIN THE FACILITIES WETHER IS INITIATED OR RETRIBUTED WILL RESULT ON A MONETARY SANCTION OF \$60 PER TEAM INVOLVED. If this penalty is not covered in full by the next game, points will be deducted from the standings. The players involved in the fight or brawl will be suspended at the League's Owner criteria.

■ **SPORT RISK**

Eastlake Soccer League will not be held liable for any accident or injury occurred during an ongoing tournament. This is considered sport risk.