



7v7 Tournament Rules

All games shall be in accordance with the FIFA "laws of the game", except as modified.

FIELD OF PLAY

- Field shall be a minimum of 50 yards wide by 75 yards long; goals are 7 x 21

PLAYERS, SCORING, AND EQUIPMENT

- Teams will consist of minimum of 7 players and maximum of 14, one of whom is the goalkeeper. A match may not start or continue if either team consists of fewer than 5 players. Changes may be made to the roster prior to the start of the first game and thereafter cannot be changed. Teams having an ineligible player will be required to FORFEIT that match.
- Teams will wear uniforms of matching design and color, and must have numbers. In the event of a conflict in uniform color, the home team will be required to change.
- The goalkeeper must wear a distinctly different color from both teams and the referee.

SUBSTITUTIONS—Teams may have unlimited substitutions. Substitutions may be made at any stoppage of play with the permission of the referee.

REFEREES—Each game will have at least one referee. All decisions by the referee(s) are final.

DURATION OF MATCH

- Games will be two 25-minute halves (running clock) with a 5-minute half-time interval.
- Overtime:
 - There will be no Overtime periods in preliminary matches.
 - Quarterfinal, semi-final and final matches will have one 5 minute overtime period.
 - If there still is no score, then Penalty Kicks will follow.

START AND RESTART OF PLAY

- Restarts from the sidelines will be with a throw-in
- Goal kicks are taken within 6 yards off the end line, anywhere inside the penalty area.

NO OFFSIDES

FOULS & FREE KICKS

- **NO SLIDING TACKLING IN THE O30 LEAGUE!** An indirect kick shall be awarded from the point of the infraction.
- **ALL DIRECT AND INDIRECT FOULS APPLY, except as modified by these rules.**
- Opposing players must be at least 8 yards from the ball for all free kicks and kick-ins.
- A player who has been sent off and shown the red card must leave the vicinity of the field of play.
- **Any player who receives a red card must serve a 1 game suspension.**
- **A player sent off during a match shall not be eligible to compete in future tournament matches UNLESS the player pays a \$25 fine to the Tournament Director.**
- **FIGHTING WILL ABSOLUTELY NOT BE TOLORATED. Any player ejected for fighting will not be allowed to play for the remainder of the tournament.**

INCLEMENT WEATHER—Regardless of weather conditions coaches and their teams must appear on the field of play, ready to play as scheduled. Failure to play will result in the forfeit of the match. Only referees and/or Tournament Director may cancel or postpone a match. Should a match's progress be

terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.



DETERMINATION OF WINNERS

- Group Play—In group play, there will be no overtime games. Standings in a group will be determined by:

SCORING/STANDINGS

Standings will be determined by a 10 point system as follows:

Win: 6 points

Tie: 3 points

Loss: 0 points

Forfeit: 10 points (3-0 score)

Goals For: 1 point for each goal scored (max. 3 goals per game)

Shutouts: 1 point

FORFEITS—Games should start at the given time. In case a team does not have five players present, it should be allowed a maximum of 10 minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

TERMINATED GAMES—Any game terminated for other than inclement weather will not be replayed. The decision as to the score of the game and whether the teams advance will be made by the Tournament Director.

PROTEST—No protests will be allowed

The Tournament Director has the final authority in all aspects of the tournament. All decisions made by the Tournament Director are final.