

# CITY OF YORBA LINDA ADULT SOCCER

## 7 vs 7 Rules and Regulations

**UPDATED 8.25.16**

Unless stated differently in the City League Rules, FIFA soccer rules will govern league play.

### **RULE 1. GAME TIME**

1. **TIME:** Game time will consist of two (2) **twenty seven-minute (27) halves**. Kick off and side will be determined by season schedule. Higher seed for playoffs has option.
2. **HALFTIME:** For all games will be a maximum of FIVE (5) minute halves.
3. **MATCH OVERTIME:** A tied score at the end of regulation time remains a tied score. There will be no match overtime for regular season games. In playoff games there will be a five-minute (5) sudden death overtime followed by penalty shots. For penalty shots, 5 players will be selected by each team to take a penalty shot from the penalty spot (75'). If at the conclusion of the penalty shots the game is still tied, the same five players will enter a sudden death kick off until a winner is decided. A player cannot take two shots in the same round.
4. **EXTRA TIME:** In extreme cases, (ex: player injuries) the official may add extra time to compensate for any unintentional delays.

### **RULE 2. TEAM ROSTERS, PLAYER ELIGIBILITY AND SUBSTITUTES**

1. **PLAYERS:** The game is played with 2 teams of seven (7) players on each team. The minimum number of players need to start or finish a game is four (4).
2. A team not having eligible (4) eligible players on the field FIVE/5 minutes past the first scheduled game of the night or game time designated by the ref (whichever is later) will forfeit the game.
1. **SUBSTITUTIONS:** Free substitutions are allowed and subs may enter the game only after the player being substituted for is completely off the field. Penalty: One warning per team for the first violation and a free kick will be awarded to the other team at the spot where the play was blown dead. **The second and further violations will result in a yellow card** for the player entering the game and a free kick will be awarded to the other team at the spot where the play was blown dead.
2. Each team shall be allowed an unlimited amount of players on its team roster. Players must be at least eighteen (18) years of age.
3. All players' names and signatures must be on team's roster before the start of the first league game. No additions are allowed after the EIGHTH game of league play in a 10 game season.
4. Players must appear in **3 games to be playoff eligible in a 10 game season.** (2/9)
5. A player may only compete on one team. Players can however participate in more than one division.
6. All players must have a positive means of identification at EACH game.

1. **ID CHECK:** Each team has the option to request an I.D. check against **one** player on the opposing team per game. This I.D. check may take place at any time during the course of the game.
2. If a manager feels an I.D. check is necessary, he must tell the referee and site supervisor which player he would like to check to see if that player is on the roster.  
**NOTE:** Only the player in question and his manager are allowed to approach the referee.
3. If a team requests an I.D. check, that player must show a picture I.D. to the scorekeeper, sign and print his name, address, and telephone number as listed on the means of identification. **During playoffs, the player in question of an I.D. check must be able to present an I.D. before the conclusion of the game or the game will be a forfeit.**
4. Decisions regarding player eligibility and other protests will be made final by the department coordinator, NOT the ref or site supervisor.

### **RULE 3. FIELD OF PLAY AND EQUIPMENT**

1. **FIELD:** The field is 210' x 140'. The goals are 4'6" x 9'
1. **EQUIPMENT:** Molded cleats, turf shoes, or tennis shoes are recommended. Metal cleats are prohibited. ***Shin guards must be worn by all players.*** The league will provide one (1) size 5 game ball.
2. All teams must have the same color uniform with permanent number on the back. If 2 teams have the same color uniforms the away team is responsible for bringing alternate color uniforms.
1. The City will provide official referees. Teams will each pay \$15 to the referee prior to the start of the game. ***During playoffs***, two referees will be provided and each team will pay ONE referee \$25.

### **RULE 4. SCORING & FOULS, FREE/PENALTY KICKS & THE ARCH**

1. **SCORING:** Goals will be counted by one (1).
  - a. Goal kicks will be taken from any part of the end line.
  - b. Corner kicks must be taken from inside the corner arc at the nearest corner flag post.
  - c. The ball can be kicked in any direction during kick off, but must be touched by one other player before a potential score (Indirect kickoff).
  - d. A direct kick after a foul may result in a player scoring a goal.
  - e. ***There will be no offside rule.***
1. **FOULS: *No sliding or slide-tackling is permitted.*** All fouls and handballs will be awarded a direct free kick. Defenders must retain a distance of **5 yards** on all free kicks.
2. Any player receiving a yellow card must sit out 2 minutes. Teams may sub in for this player.
3. Players receiving a red card will be ejected from the game and the team will not be allowed to substitute.
4. **HANDBALL:** A player will be penalized for deliberately affecting course of kicked balls with their hands/arms. ***PENALTY:*** Yellow card and free kick at spot of foul. ***If a player intentionally uses hands/arms to disallow an obvious goal, player will be assessed a red card and a penalty kick will be awarded. Team with red carded player will play a man down for remainder of game.***

### **RULE 5. THE ARCH & PENALTY KICKS**

1. **GOAL ARCH: (12' radius)** Field players may act as goalies; however, hands are not allowed and players may not touch (feet, hands or other body part) the ball on/in the plain of the goal arch. If a defensive player violates this rule the offensive team will be awarded a penalty shot. If an offensive player violates this rule, the defense will be awarded a goal kick.
2. There will be **NO** goal arch penalties in such cases: A player, offensive or defensive, is inside the goal arch, but does not affect the play. **THESE PLAYS AT DISCRETION OF OFFICIAL ...**  
**Ex: (Some, not all examples/Discretion of official)**
  - a. Player passes through circle when no shot has occurred yet.
  - b. Player intentionally forced into circle and does not make contact with ball.
  - c. Team scores goal while player who did not affect play, was inside circle. (Offensive team takes goal over penalty kick)

**PENALTY KICKS will only be awarded for goal arch AND extreme handball violations.**

Penalty shots will be taken from the mid field mark. The ball must be positioned on a portion of the marked penalty spot. The kick is considered a dead ball with only 2 results.

(1) If the penalty kick crosses the goal line entirely, a goal will be awarded.

(2) In all other circumstances, a goal kick will be awarded to the defending team.

All players on both teams, excluding the kicker, must stand at least 10 yards behind the spot of the ball during the kick. The kicker must be clearly identified and referee must signal the kicker before the try.

## **RULE 6. PLAYER CONDUCT**

1. The Code of Conduct applies to all players, coaches, and managers. The Code of Conduct applies to players as individuals or as a team; and the penalties can be applied on an individual or on an entire team. The Code becomes effective as soon as the participants arrive at the facility of play and remains in effect until the participants leave the facility.
2. **Managers** will be held responsible for the conduct of their team players. The City reserves the right to suspend any player who uses excessive unsportsmanlike conduct toward any other player, official, scorekeeper, or city employee.
3. No participant shall
  - d. At any time lay a hand upon, push, shove, or strike, or threaten to strike, an official.
  - e. Be guilty of physical attack as an aggressor, upon any player, official, or spectator.
  - f. Endanger the safety of any player, official or spectator.
4. Profanity or liquor **WILL NOT BE TOLERATED** in or about the field or parking lot. Any alcohol found at the site will result in an automatic forfeiture of the game for that team and may result in the team's suspension from the league.
5. Any player, coach, or manager ejected from a game will automatically be suspended for at least on (1) scheduled game, as a minimum penalty.

### **EJECTIONS**

1. Any player receiving ONE red card or TWO yellow cards in a game will be ejected from that game. Any player that is ejected must leave the facilities immediately or else that team will receive a forfeit. Also, a team with an ejected player must play with only six players the remainder of the game. An ejected player may be suspended from his team's next game as a minimum penalty.
2. Players who have received excessive cards may serve additional suspensions.

## **RULE 7. POINT STANDINGS & TIES**

1. League standings will be based on the following points  
Win - 3 points  
Tie - 1 point  
Loss - 0 points
2. The top teams in each division will participate in a playoff format. The playoff format is subject to league vote and league director season by season.
3. In the event of a tie:
  - a. The best record, head-to-head, will determine the higher seed.
  - b. If the teams are still tied, a "least goals allowed" among the teams will determine playoff structure.

## **RULE 8. FORFEITS**

1. If, because of the removal of a player or players from the game by the referee or for any cause, there are less than four (4) players on either team, the game shall be forfeited in favor of the team with at least four (4) players remaining. (Coed is less than two [2] women remaining.)
2. Any team that forfeits a game must pay the referee fees for both teams (\$30) prior to your next schedule game
3. In case of a **double forfeit**, the penalty is the same as it is with a single forfeit except each team is only responsible for to pay \$15.
4. A team may be removed from the league, without refund, for excessive forfeits. Excessive forfeits are considered 2 or more.

## **RULE 9. BLOOD RULE**

1. A player, coach, or official, who is bleeding, or who has an open wound, or had blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be allowed to participate unless:

- All bleeding has stopped.
- Any exposed cut/scrape, which has bled, is completely covered.
- Excessively bloody uniform is changed.