

Outdoor 7v7 Soccer Rules and Regulations

Guided Bodies: Florida Police & Fire Games

FIFA

The Soccer Rules for Outdoor 7 v 7. Soccer leagues are based on FIFA laws modified for outdoor play.

Three Day event played from 8am-1pm each day.

1. **Number of Players:** 6 field players and one goal keeper as set forth below.
 - a. Open (teams may have males and/or females on their roster as long as they are legally registered.)
Teams must start with 7 and may end with 5 players. The official will start the game clock on schedule.
2. **Ball:** Provided by Florida Police and fire Games- Size 5
3. **Substitutions:** Unlimited “on the fly”. Must occur at the halfway line and must not interfere with play (**IFK**)
4. **Rosters:** Team may have a maximum of 12 players with a minimum of 7
5. **Equipment:**
 - b. Molded cleats, turf shoes and flats (including black-soled) are acceptable footwear. **Metal studs cleats are prohibited.**
 - c. All Players must wear age appropriate (adult) **shin guards**, with a 3-finger space between cleats to shin guard.
 - d. Teams are required to have a permanent number dark colored jersey and an alternate permanent number light colored jersey.
6. **Duration of Play:**

<u>Half</u>	<u>Halftime</u>
2X25	2 minutes

TERMINATED GAMES AND FINAL SCORES

If a referee terminates a game because of weather conditions, it will be considered a complete game if the first half has been completed. The score will be final as it stands at the time the game is terminated. If the game is terminated prior to or during the first half, the score will revert to 0-0, and the game will be rescheduled at a later date.

7. **Kickoff:** On the whistle, ball may be played in any direction on the first touch.
8. **Five Second Restart Rule:** A restart must occur within 5 seconds of placing the ball

for a free kick, corner kick or goal kick. Goalkeepers must also release within 5 seconds after gaining possessions and returning to their feet. Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty box.

9. **Ball Out of Play:** If the ball has wholly crossed the goal line or touchline whether on the ground or in the air, the restart is a goal kick, corner kick or throw- in.
10. **Slide Tackling:** Slide tackling the ball by field players is ***not permitted***. If penalized, an indirect free kick will be awarded to the opposing team.
11. **No Offsides in 7v7 Play.**
12. **Injuries:** Any Player who is bleeding must leave the field. Time will **not** be stopped for injuries.
13. **GoalKeeper Release:** Punts and drop kicks ***are not*** permitted. The ball must be distributed by a throw, normal place kick or kick from a dribble.
If Penalized, an indirect free kick will be awarded to the opposing team outside the penalty box.
14. **Goal keeper:**
 - e. The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate. Note: *If **headed** to him by his own teammate he may then handle the ball.
 - f. The Goalkeeper is not limited in steps in his penalty area.
15. **Direct and Indirect Free Kicks:**

Opposing players must give TEN FEET on all kicks and corner kicks or may be cautioned (Rekick). Kickers may not play these kicks a second time until the ball is touched by another player.
16. **Misconduct Rules:**
 - g. **YELLOW:** A warning caution, no time penalty for the offense. If a player receives (2) yellow cards during a match, they are ejected from the game but may be substituted for.
 - h. **RED: EJECTION WITHOUT REPLACEMENT FOR THE DURATION OF MATCH. THE OFFENDER MUST LEAVE THE PLAYING AREA (WHICH INCLUDES THE PLAYER'S BENCH) AND SIT OUT THE TEAM'S NEXT MATCH.**
 - i. Coaches can be issued cards and their team will play short one player for the required time.

Notes: Goalkeepers must serve their own penalties. The Florida Police & Fire Games has a **“Zero Tolerance Policy”** towards fighting. Any player engaged in fighting will be suspended for the remainder of the games. A second incident of fighting from any player on a team, in which a player has been previously suspended, will result in the ejection of the team from the current session, without refund and may warrant exclusion from future sessions.

17. Tie Breakers:

1. Head to Head (or record among tied teams where applicable)
2. Least goals against
3. Most goals scored
4. Goal differential
5. Coin Toss

18. Point System: Win=3 Tie=1 Loss=0

19. FIFA PK'S: The kicker is **not** limited to a **one-step** approach.

20. Play-offs: Only the top four teams in each division will advance. (In the event of a tie in a play-off game: go directly to PK's, in three person round (whoever has the most goals wins.)

21. Mercy Rule: After 1st Half if you're leading by 8 goals or more, game is over. This is to promote good sportsmanship and not to embarrass the other team.

22. Venue and Equipment Requirements:

The organizing Committee of the Host Community shall ensure that the following venue and equipment requirements are met:

- j.** The required dimension of the 7 v 7 soccer field is; 75-80 yards in length and 50 yards in width. Goal posts that are 8' X 24' are strongly preferred but 7' X 21' goal posts are allowed. All fields and goals **MUST** be the same size within a specific age/gender tournament.
- k.** Penalty spot shall be twelve (12) yards from the goal line if goals are 8' X 24' and 11 yards if goals are 7' X 21'; the penalty arc is eight (8) yards.
- l.** The Center circle is eight (8) yards in radius
- m.** The goal area is six (6) yards.
- n.** The penalties are is fourteen (14) yards.
- o.** The ball size shall be #5, and an adequate number of balls shall be provided for each field; provided by Florida Police & Fire Games
- p.** At least two (2) uniformed referees shall be assigned to each game. These Referees shall hold either FIFA or USSF certification. All referees are suggested to be 21 years of age or older but must be at least 18 years of age.
- q.** Rules of Play for: Ball In and Out of Play, Pass Violations, Throw-Ins, Goal Keeper Restrictions and Fouls, shall conform of FIFA rules.