

SUMMER 7V7 GUIDELINES

1. General Guidelines

- 1.1 Teams need to be ready to start on time, players can warm-up behind fields or on top PE practice field.
- 1.2 Once game(s) start **only players, referees, and administrators are allowed on the fields/sidelines.**
- 1.3 All players must wear shinguards/cleats to participate.
- 1.4 Any player receiving a red card will not be allowed to continue playing in game and will not play in next scheduled game.

2. Playing Rules

- 2.1. Team on the field shall consist of seven (7) players (including the goalie).
Minimum players to start and continue a game is five (5).
- 2.2. Start of play: the opposing team must stand a minimum of 5 yards away on their half of the field.
Restarts do not have to go forward.
- 2.3. Unlimited substitutions on a dead ball for either team. No subs "on the fly". Substitutes must have the referee's permission before stepping onto the field.
- 2.4. One referee per game will be used.
- 2.5. Game shall consist of two (2) twenty-two (22) minute halves with a three (3) minute rest period between halves. Referee will keep the time.
- 2.6. Game time is start time and clock will run as scheduled. No grace periods. A forfeit occurs after the game clock runs for fifteen (15) minutes and one or both teams are unable to field a minimum of five (5) players.
- 2.7. Running clock – no stoppage of game clock for any reason (including injuries).
- 2.8. **Keepers:** Keepers may not punt or drop kick the ball past ½ field. An indirect kick will be awarded to the opposing team at half field. Keepers may throw as far as they wish.
- 2.9. No offsides.
- 2.10. All restarts, except penalty kicks, are indirect – including corner-kicks. Opposing players must remain 5 yards away.
- 2.11. Penalty kicks will be taken from the top of the box.
- 2.12. Throw-ins for balls that travel past the sidelines will be used.
- 2.13. Tie game remains a tie.