

Statik Soccer Center

Official Rules 7v7

Amateur and Youth Edition

Subject to Change Veteran's League has additional and/or changes to various rules.

In case of questions, contact Director of Veterans league prior to game.

Rule 1 - The Field of Play

Contact Janet De Anda for field dimensions.

Rule 2 - The Ball

The ball is size 4 for U12 and below and size 5 for all others.

Rule 3 - The Players and Roster

Number of players on the field of play: No fewer than 5 or more than 7, including a goalkeeper.

Substitutions: Each team may substitute players freely; provided that, during play, players must substitute off the field of play without creating a disturbance to the play. At no point can more than 7 players be on field.

Multiple Teams: A player can play on multiple teams so long as the required fee is paid prior to playing. In the case of a team to team dilemma player must play on "First" listed team.

Rule 4 - The Players' Equipment

Players wear their team's uniform, consisting of the same jersey's (or matching color shirt for youth league), shinguards*, soccer cleats/indoor shoes. Effective 1/1/2022: Men's League and Veteran's League will require indoor shoes. No soccer cleats allowed. Jewelry and other accessories are prohibited. The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees. Dress code will be strictly enforced for the women's league. No workout shorts allowed, only soccer shorts. See posted signs.

No specific rule on which team changes jerseys in case of color conflict. Ref can administer coin toss can be taken at game time to determine who changes or wear pinnies.

*Note: The Men's division is the only division with the exception to wearing shinguards, however, upon stepping on the field of play, that player is responsible for their own injuries. The Statik Soccer Center, employees and/or participating players are not responsible for injuries to any player. Play at your own risk.

Rule #4 is subject to change at any time with/without notice.

Rule 5 - The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final. There will be no tolerance for any yelling or disrespecting of the Referee. Zero

Tolerance Policy is in full effect. Statik Soccer Center and staff reserve the right to refuse service and refuse to accept any registration, as well as admittance to facility.

Rule 6 - The Duration of the Game

A regulation game consists of two Halves, with duration according to “house rules” and the following:

- (a) In regular league game: A game will remain a tie.
- (b) Overtime Period and Tiebreaker: If tied, a Tiebreaker takes place, as described in Rule 12.
- (c) Running Clock: Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each Half or Overtime Period.
Key point to remember, play until the ref blows the whistle. Period.
- (d) League game play time will be determined at start of every season by league director.

Rule 7 - The Start and Restart of Play

A Kickoff from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player.

The Home Team or team Ref chooses at random (depending on scheduling) takes the Kickoff for the First Half Kickoff and any Overtime Period, and the Visiting Team takes the Kickoff for the Second Half. The Referee designates the teams’ defensive ends, according to “house rules.” Referee determines which is Home and Visiting Team as schedule sometimes does not necessarily determine this.

Restarts take place by either a Kickoff, Free Kick, Goalkeeper Distribution, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur at corresponding Blue Dot.

A team receives a Free Kick after stoppages other than when a Dropped Ball or Goalkeeper Distribution is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are along designated marker and no closer. The spot of the Free Kick is that provided above, except:

- (a) Within Own Penalty Arch: from any spot therein.
- (b) Within Opponent’s Penalty Arch: at the Free Kick Mark (“Top of the Arch”)
- (c) Purposeful time delay or if ref implements 6 second rule. This will be at refs discretion
- (d) Three-Line Violation: from the offending team’s Restart Mark.
- (e) Superstructure Violation: from the Restart Mark nearer to where the ball was last played.

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a Dropped Ball. A Dropped Ball caused while the ball is inside a Penalty Arch takes place at the Free Kick Mark. Play restarts with a Goalkeeper Distribution (or punt) anywhere within the Penalty Arch after an attacking player has last touched the ball before crossing an end perimeter wall.

Rule 8 - The Ball In And Out Of Play

A Three-Line Violation occurs when a player propels the ball in the air or on the ground across the two Blue Lines and the Halfway Line toward the opponent’s Goal without touching another

player. In case of a Three-Line Violation, the ball will restart on blue dot for opposing team on last blue line that was crossed. A Superstructure Violation occurs when the ball contacts any part of the building above the field of play. In case of a Superstructure Violation within the two Blue Lines, the ball restarts for opposing team in the middle of the field. If between the Blue Line and goal wall (not including above goal wall), the ball restarts for opposing team in the middle of Blue Line. A Corner Kick will be awarded to opposing team when ball is kicked above the field of play on goal wall by opposing team of corresponding section i.e. defending team. A Corner Kick will be taken from corresponding Blue Dot on field with ball touching the wall. Goalkeeper Distribution (or punt) is taken from anywhere within the Penalty Arch after an attacking player has last touched the ball before crossing an end perimeter wall.

Rule 9 - The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the Goal Line (at Ref's full discretion). A goal may be scored directly from a Kickoff or Restart.

Rule 10 - Fouls and Other Violations

****Note:** The ref may implement the 6 foul rule (mostly in the case of the adult league but can occur in the youth league) in which case after 6 fouls a player of the offending must step out for 2 minutes. In the case that the player does not step out, the player who next touches the ball of the offending team receives a yellow card.

A Foul occurs if a player:

- (a) Holds an opponent;
- (b) Handles the ball (except by the Goalkeeper within his Penalty Arch);
- (c) Plays in a dangerous manner (e.g., commits boarding or intentional slide tackle*, at refs discretion); ***Note:** Only the goalkeeper may slide tackle within the Penalty Arch and only without endangering the players, in case the ref deems the slide tackle as endangerment to the opposing player, a penalty kick will be rewarded
- (d) Impedes the progress of an opponent ("Obstruction"), or
- (e) Prevents the Goalkeeper from releasing the ball from his hands;

and when a player commits the following in a manner that the Referee considers careless, serious, reck- less, or involving excessive force:

- (f) Kicks an opponent;
- (g) Trips an opponent;
- (h) Jumps at an opponent;
- (i) Charges an opponent;
- (j) Strikes or elbows an opponent; or
- (k) Pushes an opponent
- (l) Purposefully Slams player against the wall

Unsporting Behavior: A Free Kick results for the following offenses:

- (a) Leverage: Using the body of a teammate or any part of the field to gain an advantage;
- (b) Encroachment: Entering the protected area of an opposing player taking a Free Kick (after initial Warning, at refs discretion);

- (c) Dissent; (i) Referee Abuse; (ii) Breach of Penalty Area Decorum; (iii) Entering the Referee Crease without permission;
- (d) Other: Behavior which, in the Referee's discretion, does not warrant another category of penalty (e.g., taunting, foul language.)

Goalkeeper Violations: The opposing team receives a Free Kick for the following violations by a Goal- keeper:

- (a) Illegal Handling: Receiving the ball again after a Goalkeeper Distribution without the ball's having first touched another player (e.g. bouncing the ball, dropping the ball and picking up again);
- (b) Pass Back: Handling the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);
- (c) 5-Seconds: Controlling the ball with his hand(s) inside of his Penalty Arch for over five (5) seconds.

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

- (a) Leaving Team Bench: Players leave a Team Bench to join a fracas or confrontation with the opposition or a Game Official;
- (b) Bench Dissent: After an initial "Warning," one or more unidentifiable players verbally abuse the Referee.
- (c) Other: Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty (e.g., too many players on the field.)

****Note:** Team can be kicked out of the league in case of above Team Violations and can result in forfeiture of game.

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

Flagrant Fouls: In the case of a PK, everyone stands behind nearest Blue Line. A Penalty Kick (top of the arch) is awarded for the following Fouls committed by a defender in his or her defensive half of the field:

- (a) A Foul within the Penalty Arch or Goal for which he receives a Time Penalty;
- (b) A Foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the Goal; and
- (c) Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal. Adult league will abide by 6 Foul Rule: Any team receiving 6 fouls must choose a player to sit out for 2 minutes. That team will play short for those two minutes. At the 6 fouls, the count restarts at 1. Fouls do carry on through half time. In the case of a team reaching the max 6 foul rule multiple times (at refs discretion) or having less than 5 players, the game stops and that team forfeits. Safety of the players will always be a priority.

Yellow Card Offenses, a player receiving a yellow card must sit out 2 minutes, player can be subbed: Unless otherwise provided below, the Referee issues a Yellow Card for serious Fouls and Unsporting Behavior (by a player) and for:

- (a) Deliberate Handball or Deliberate Handball by a Goalkeeper (at refs discretion);
- (b) Goalkeeper Endangerment;
- (c) Boarding ("hockey check");

Cautionable Offenses: The Referee issues a Red Card for reckless Fouls and for:

- (a) Second Yellow Card (no sub can be made in this case and team must play short)
- (b) Unsporting Behavior by any non-player personnel
- (c) Provoking Altercation: Making physical contact with an opponent (e.g., pushing or poking), short of fighting, or using the ball in doing so.

Ejectionable Offenses: A person receives a Direct Red Card for Fouls, which the Referee considers violent or committed with excessive force, and for:

- (a) Third-Time Penalty
- (b) Elbowing: Intentionally elbowing an opponent above the shoulder;
- (c) Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
- (d) Fighting;
- (e) Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official;
- (f) Extreme Unsporting Behavior: Committing particularly despicable behavior, including: (i) Spitting at an opponent or any other person; (ii) Persistent use of extremely abusive language or behavior toward a Game Official; (iii) Bodily contact with a Game Official in dissent

*Note: In extreme cases where a player has already been identified as violent or playing in a reckless behavior and continues to do so, they will have a verbal warning and after 2 Red Cards will be removed from the league for a year. This rule will be implemented at full director discretion.

*Note: A team with a player receiving an indirect or direct red card is not allowed to replace that player in that game and therefore have to play short. If the team ends up with less than 5 players during the game, the game ends and that team forfeits.

Rule 11 - Time Penalties/Fee Penalties

The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):

- (a) Yellow Card: 2 - Minute Time Penalty in the Penalty Area but a sub can be made
- (b) 2 Yellow Cards: "Administrative" Red Card **6 Foul Rule will be implemented for the adult league and if need be can be implemented by the ref in youth league and is subject to being used for any league
- (c) "Straight" Red Card: Immediate Ejection
- (d) Each Yellow Card will require a \$25 fee to be paid before next game.
- (e) Each Red Card will require a \$50 fee to be paid before next game.

*Note: Fees are the responsibility of the player and team. If a player plays without paying their fee, the team forfeits that game and others until fee is paid. At league director discretion. Fees do carry over to next season.

The person who commits a carded offense serves the penalty. Players serving Time Penalties serve their Time Penalties, in their team area until their expiration and the Referee permits their release.

Delayed Penalty: In instances where the Referee would issue a Yellow Card, but for the Advantage Rule, the referee acknowledges the offense by holding the Card above his head until the earlier to occur of the following:

- (a) Opponent's Possession: The team of the offending player gains control of the ball;
- (b) Stoppage: The Referee stops play for any reason. Once play is stopped, the offense is recorded and assessed, as customary.

Rule 12 - Penalty Kicks:

Penalty Kick: A Penalty Kick:

- (a) The ball is placed at the top of the goal arch
- (b) The Goalkeeper has both feet on his Goal Line until the ball is in play; and
- (c) The player taking the Penalty Kick may not touch the ball again until after it touches another player.

Tiebreaker: A Tiebreaker during a quarterfinal, semifinal or final, proceeds by penalty kicks:

- (a) The Referee designates the Goal at which both teams shoot and the team which shoots first (according to administrative policy);
- (b) All players, other than the player taking the shot and the defending Goalkeeper, remain behind the half line.
- (c) Both teams have up to 3 shots, with players from each team kicking alternately;
- (d) If, at any time, a team obtains a 2- goal advantage, the Tiebreaker ceases and the winner is declared;
- (e) If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;
- (f) The player has 5 seconds to score after the Referee's whistle.

Rule 13 - Forfeits Regular season/Tournaments: Games of any sort cannot/will not be rescheduled unless both teams are unable to attend and both discuss this with the director of league/tournament with 24 hours notice and only in the case a time slot is available, at scheduler discretion. In the case a team cannot present 5 players for 7v7 and 2 players for 3v3 at game time or up to 5 minutes after listed game time (ref's discretion), that team forfeits the game. We ask out of courtesy to please in- form director of league/tournament of any possible forfeits to inform other team. In the case that a team listed in the quarterfinal/semifinal/final is unable to attend the listed game and gives 72 hours notice, the director will then shift the teams up (i.e. if 3rd place forfeits, 4th place is then shifted to 3rd, 5th place is shifted to 4th) and give set teams a

chance to participate in the quarterfinal/ semifinal/final. This will continue on until a team can play but if no team is found then the teams remain shifted to what is possible. First place team will ALWAYS be given the biggest advantage. (i.e. If 2nd place team forfeits, 3rd place team shifts to 2nd place, and teams are then shifted to play vs 2nd place first before playing vs 1st place to give 1st place the advantage.). The above rule will be determined fully by league director.

Rule 14 - Registration/Refunds All players must be registered and paid for before stepping onto the field. No refunds will be given after the player has registered. Rules are tentative and subject to change as league director sees fit and necessary. Last updated Jan 10, 2022