



SANTA MONICA ADULT SOCCER LEAGUE

7 vs 7 Soccer League Rules

MEN/WOMEN/COED

(Updated June 1, 2007)

RULES OVERVIEW

7 Players on the field per team, including goalkeeper
(for COED = 4 males + 3 females)

Two 25 - minute halves

Running Clock

Shin Guards are required for each player

FIFA Laws will be followed with certain exceptions listed below

NO SLIDE TACKLING

LAWS OF THE GAME:

All matches will be played in accordance with current FIFA "Laws of the Game"
<http://www.fifa.com/en/laws/menu.htm> except where noted below.

THE PLAYERS

- Each team will field 7 players at any one time (COED = 4 males, 3 females)
- The minimum number of players allowable would be 5 people (COED = minimum 2 females of the 5 people)
- For COED, there is no maximum limit to the number of females which must be on the field
- For COED, there is a maximum limit to the number of males which can be on the field, which is 4 males maximum on the field.
- Once player ID cards are issued, each player must present their ID card to the referee and/or field official to play.
- The referee will keep the player ID Card
- A Drivers license may be requested from the referee or league administrator to review and verify identify if it is in question.

- Once proper ID Cards have been established, then the ID Card is used as the formal requirement to be able to play.
- If a referee or league director or Santa Monica City staff, ask for additional Identification to match against the ID card, the individual must be able to present another form of government issued photo ID, such as a drivers license or a passport.

SUBSTITUTIONS:

- All substitution requests must be made to the referee and the referee must give his or her authorization prior to the substitution being made.
- All substitutes must be behind their defensive goal and within 3 yards of the goal line when asking for a substitution.
- Substitutions may be done on an unlimited basis, after authorization from the referee and may be requested on any dead ball.

SUBSTITUTION VIOLATIONS:

- A team fielding too many players during play will be penalized with a two minute penalty by playing short for 2 minutes. If the referee can identify which player entered the field without authorization, he will be cautioned.

UNIFORMS:

- Each player must have matching uniforms to their teammates and the appropriate numbers.
- Matching jerseys, shorts, and socks are desired.
- Age and/or size appropriate shin guards are required. This will be determined by the referee or league administrator.
- Appropriate soccer footwear and tennis shoes are required. No metal studded shoes allowed.
- Casts, splints or body braces made of hard materials are not allowed, unless they are padded to the satisfaction of the referee or league administrator.
- Hats and headgear with any hard surface is not allowed.

THE REFEREE

- Enforce the “Laws of the Game” and all league rules
- One man systems will be used. On some cases, at the discretion of the referee assignor or league administrator a two man system may be used.
- The authority of the referee starts when he enters the field of play.
- The referee shall adjust the length of the match to ensure the next match starts as scheduled.
- All decisions of the Referee shall be final so far as the result of the game is concerned
- The referee shall submit the game record and results to the league director at the end of the game, including all pertinent information, such as goals, misconduct, injuries, etc.)

GAME LENGTH:

Each game will be divided into (2) 25 minute halves, separated by a brief halftime of approximately 3 minutes. A running clock will be maintained by the referee. The clock will not stop during injury time-outs. The actual playing time may be reduced by the referee, at his or her discretion, to compensate for any late starts, so that the next game can start on time.

START TIME:

All games should start at their scheduled time. If a team is not ready to start play after 10 minutes, then the team can be required to forfeit.

PENALTY AREA:

The Penalty area will be made by pacing approximately 7 yards from each goal post and approximately 14 yards from the goal line. Small plastic cones will be placed on the corner of the Penalty area and outside the goal line to indicate the boundaries of the Penalty Area.

GOAL BOX AND GOAL KICKS:

There will be no goal box designated. All goal kicks should be taken within the penalty area and within 6 yards from the goal line. Goal kicks may not pass the halfway line on in the air. Any infraction of this, will result in an indirect free kick for the opposite team, at the place where the ball passed the halfway line.

GOALKEEPER POSSESSION AND DISTRIBUTION:

Once the goalkeeper has possession of the soccer ball in his or her hands, he/she may not throw or punt the soccer ball passed the halfway line of the field on the fly. He may put the ball into play on the ground and then kick it in air on the fly as far as he can, if he or she chooses to do so.

An indirect free kick is awarded if the throw or punt goes passed the halfway line at the location where it crossed the halfway line.

STOPPAGE IN PLAY:

If the referee should call for a stoppage in play, if there was a team in clear possession at the time of stoppage, then they will restart with a direct free kick. If there was no clear possession, the game will be restarted with a drop ball at the location where the ball was when the stoppage occurred.

OFFSIDE:

There is no OFFSIDE.

ENCROACHMENT:

- Players of the opposing team must be at least 8 yards away from the kickoff, direct free kicks, corner kicks and penalty kicks.
- Players must be at least 2 yards away from throw ins.

FOULS AND MISCONDUCT

- **Slide tackling is not permitted.** We want to reduce the potential for injuries to players. We want to discourage players from slide tackling and enforce the following penalties.
- Any non violent slide tackle to a player will result in the player receiving a caution and a restart with an indirect free kick awarded to the affected team.
- Any player who should create a violent slide tackle to an opposing player that would be considered either as serious foul play and/or violent conduct, in the opinion of the referee, then the player committing this type of slide tackle will receive an ejection, with a suspension of minimum of 3 games. Additionally, the team manager will receive a warning for this incident as well, for not reminding and enforcing this with his/her player. The restart will be an indirect free kick.

- **Verbal abuse**, such as taunting of players, referees, and/or spectators by players, substitutes, coaches or spectators are cause for immediate expulsion and suspension. A minimum 2 game suspension per person will be issued. The written report of the referee will determine if an extension to the minimum suspension will be added.
- **Verbal abuse or abusive language or dissent or threatening actions used by a player to a referee or official**, before or after they have been ejected from a game, will carry **additional** suspensions, up to and including expulsion from the league. Such penalties will be determined by the league director(s), basing decisions on the referee report and any other comments from league officials who witnessed the incident.

PENAL TIMES:

- All Cautionable offenses (Yellow Card) will be punished by a 2 minute penalty for the player and the team will play short during that 2 minute penalty.
- All Sending-Off offenses (Red Card) will be punished by ejection of the specific player for the rest of the game, and the team will play short by one player for the rest of the game.
- If a player receives 2 cautions in one game and thus 2 each 2 minute penalties, he will sit out the rest of the game and his team will play short by one player for the rest of the game. An ejection, resulting from 2 cautions, carries a minimum suspension of one additional game, but could be more, depending on the review by the directors of the referee report.

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PLAYER EJECTIONS: STANDARD, PROGRESSIVE AND ADDITIONAL PENALTIES

- An ejected player must exit the facility immediately.
- An ejected player must serve an automatic and minimum 2 game suspension and must contact the League Directors for a written approval prior to further participation in any league.

- An ejected player must exit the facility prior to commencing the game and may not return prior to the League Director's approval.
- Upon return, the player will serve a probationary period determined by the League Directors.

PROGRESSIVE FINES AND SUSPENSIONS:

If the same player commits serious fouls and misconduct again in a season, that result in his/her second sending off (second ejection), then this offense will be at minimum double the suspensions.

If the same player commits serious fouls and misconduct again in a season, that result in his/her third sending off, then this offense will be at a minimum triple the suspensions and he/her will be suspended from the league for the remainder of that season and depending on the decision of the league directors, he may be suspended for additional times in future seasons, up to and including permanent suspension from all future play in the Santa Monica Adult Soccer Leagues.

A player ejection from one league, such as a 7 vs 7 league, will jeopardize his/her eligibility in other leagues inside the Santa Monica Adult Soccer Leagues, such as an 11 vs 11 league.

CUMULATIVE CAUTIONS:

Should any player receive 3 cautions in a season, he or she will be suspended for 1 game subsequent to their receiving the 3rd caution.

Should any player receive 6 cautions in a season, he or she will be suspended for 2 games subsequent to their receiving the 6th caution.

IMMEDIATE EXPULSION FROM THE LEAGUE:

An ejected player is also subject to additional fines and additional multiple game suspensions, up to and including banishment/expulsion from the league, depending on the nature, severity and impact of the incident they were involved in and/or created. To be clear, a single and first incident by itself, could possibly warrant permanent expulsion and fines up to and including the amount of the bond, for such things are fighting, referee assault, threatening a player, official, or spectator. The league directors will make such a determination by a number of factors including, but not limited to, the referee report, any witness testimonies, and any other information that an investigation may reveal.

SIDELINE AND SPECTATOR CONTROL, FINES AND SUSPENSIONS

It is the responsibility of the team manager and coach of each team to control himself and his sideline, including his substitutes, bench personnel and spectators. Any of these individuals, who may cause the sideline to behave in an inappropriate manner, such as causing the sideline behavior to be considered as bringing the game or sidelines into disrepute, this includes any substitutes or non-playing personnel, when ever they exhibit misconduct, be it at the start, during or at the conclusion of the game, the referee shall document the incident or incidents and inform the league directors. If the offenses are ejectionable in nature, and if they are committed by registered players, they will be

suspended and fined accordingly. If they are not registered players then other remedies may need to be taken.

SIDELINE CONTROL:

Cautions, warnings, and/or ejections issued to any sideline personnel of a team, such as coach, manager, spectator or substitutes will result in a report being written by either the referee or the league official, which will then be reviewed and then potential disciplinary actions will be issued, depending on the incident, up to and including expulsion from the league and/or Santa Monica Airport Park.

POINT SYSTEM:

League games will have the following point system applied to game results:

WIN = 3 POINTS

TIE = 1 POINT

LOSS = 0 POINTS

TIE BREAKING METHODOLOGY:

The following tie breaking procedures will be used to determine a league winner, in the event teams are tied with the same amount of points at the end of a season.

- Head to Head competition in common games during the season with the tied team, greater points total wins.
- Goals For minus Goals Against in Head to Head Competition with the tied team, the team with the greater differential wins.
- Goals For minus Goals Against in the league play, the team with the greater differential wins.
- Total number of goals scored FOR in the league, the team with the greatest number of goals in the league, wins.
- Coin Toss

PLAYER TRANSFERS:

Once a player is registered with a team. He or she may not switch to register with a different team in the same league without the written authorization of his or her current team manager, releasing him or her from his or her team and authorizing him or her to be registered with a competing team in the same league.