

Pasadena Adult Soccer League

2017 7v7 SOCCER RULES

RULES OVERVIEW

Players: 7 players on the field per team (including goalkeeper).

Duration: Two 25-minute halves, Running Clock.

LAWS OF THE GAME

All matches will be played in accordance with current FIFA "Laws of the Game" **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 4 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 Liaison with their jersey on.
- The liaison will keep the player ID Card
- Once proper ID Cards have been established, then the ID Card is used as the formal requirement to be able to play. Duplicate available for 5\$ at the table or referee if no table
- If a referee or league director or Pasadena Adult Soccer league 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 driver's license or a passport.

SUBSTITUTIONS

- Substitutions may be done on an unlimited basis, **FROM THE MIDDLE OF THE FIELD!**

SUBSTITUTION VIOLATIONS

- A team fielding too many players during play will be penalized by playing short for 3 minutes. If the referee can identify which player entered the field without authorization, he will be cautioned.

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PENALTY AREA

The Penalty area will be made by pacing approximately 14 yards from each goal post and approximately 10 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 can pass the halfway line on in the air.

GOALKEEPER POSSESSION AND DISTRIBUTION

Once the goalkeeper has possession of the soccer ball in his or her hands, he/she may not throw 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 goes passed the halfway line at the location where it crossed the halfway line.

ENCROACHMENT

- Players of the opposing team must be at least 5 yards away from the kickoff, direct free kicks, corner kicks and penalty kicks.
- Players must be at least 2 yards away from throw in's.

FOULS AND MISCONDUCT

- Slide tackling is not permitted **only if no players around to save a ball**. 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 a direct free kick awarded to the affected team.
- Slide tackle inside the penalty area with contact with a player will be sanctioned with a penalty kick and yellow card
- 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 2 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.

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OFF SIDE: No offside

PENAL TIMES

- All Caution able offenses (Yellow Card) will be punished by a 3 minute penalty for the player and the team will play short during that 3 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 and a fine and suspension could be more, depending on the review by the directors of the referee report.

PLAYER EJECTIONS

- An ejected player must exit the facility immediately.**
- An ejected player must serve an automatic and minimum 1 game suspension and must contact the League Directors for a written approval prior to further participation in any league and pay his fine
- 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 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 Pasadena 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 Pasadena Adult Soccer Leagues, such as an 11 vs 11 league.

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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, 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, whenever 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 ejection able 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.

POINT SYSTEM

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

- WIN = 6 POINTS
- TIE = 3 POINT
- LOSS = 0 POINTS (Shutout 1 extra point, 0-0 is not a shutout)

- 1 point for a win with shutout (except Saturday league)

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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 differential 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 Without 3 first weeks.

TEAM PROTESTS

- Protests can only be made by a team manager of one team against a team they are playing against.
- Protests to any league rules must be done immediately, at the start of the game when applicable or immediately following the end of the game, when applicable. For example, if a team wants to challenge the validity of a player registered on a team, they should do so before the game starts and not wait until the end to see the game result. Similarly, if any protest is made, it should be made immediately at the end of the game with the league director on the field, so that proper investigation can occur immediately, otherwise, waiting hours or days later may not allow for proper investigation nor verification, if it requires verification of identification at the time of the occurrence. Thus waiting to register a complaint or protest within a time frame that does not support the proper investigation, may result in the protest being unverifiable and thus, possibly result in no action being taken.

TEAM FORFEITS

- If a team forfeits because it does not have enough players to play at game time, minimum 4 players, grace period of 5 minutes, they can lose the game by a score of 3-0, should the referee or league director indicate this clause has been activated.

PLAYOFFS

A Player must play 2 regular games to be able to participate at the playoffs games!!!
If a keeper receives a yellow card at the end of the game and the 3 minutes are not done,
The keeper will be allowed to be part of the pk's in case of tie!

