

## United Futbol Academy Adult Soccer League 7v7 Rules

***\*Captains are responsible for helping to ensure all rules are followed. Any persistent or intentional infringement of the league rules will result in the infringing captain to lose their advantages the following season.\****

United Futbol Academy soccer league rules follow FIFA Laws of the Game, with the exceptions of the following in-house league rule modifications:

**Field:** U12 size field

**Format:** 7v7 coed (minimum of five players to start). Game will be considered a forfeit if minimum of five rostered players (including one rostered female) are not ready to play 10 minutes past scheduled start time. Clock will start at scheduled game time. If both teams are missing their female players, the team captains can decide to either both play down to 6v6 or both play full teams at 7v7. Also, see non-rostered player rules.

- One female on the field at all times, must play a man down if a female is not on the field (if the female player happens to go down injured during the match)

**Rules:** League will follow FIFA rules, except:

- Two 27 minute halves with a five minute half time
- No slide TACKLES (automatic yellow card and the restart is an indirect free kick from the spot of the infraction)
- No Punting (throws are ok and the restart is an indirect free kick from the spot of the infraction)
  - o For a play to not be ruled a punt, the ball must hit the ground and complete one full rotation before being kicked by the goalkeeper
- No offside
- No goal kicks past the half-line (restart is an indirect free kick from the half line)
- **Yellow card**
  - o Two minute power play during playing time.
  - o Carries over to the next match in the same day
  - o Game suspension possible if player gets a yellow two games in a row
- **Red Card** (either via two yellow cards or a straight red card)
  - o Must leave the park immediately
  - o Two match suspension for a straight red card (not including the current match). May not play any other games on the same day.
  - o Consistent infringement can result in the player being removed from the league

**Number of Matches:** All teams are scheduled a minimum of nine games unless otherwise stated in the league format.

**Playoffs:** Top six teams from each division are eligible for potential playoffs on the 10<sup>th</sup> game. The regular season standings will determine team seeding for the tournament (based on league format). The matches will be divided into two 20-minute halves. In the event of a tie at the end of the regulation, the match will go directly to kicks from the mark. Five different players from each team will take their kicks and if the match is still tied, then sudden death kicks will begin. Sudden death kicks consist of each team choosing their same or a different kicker in each round until the match is decided.

**League Fees:** Full payment must be received by Noon on Friday before the first match of the season. Non-paid players will not be able to play and will result in a forfeit of matches.

### **MATCH DURATION, FORFIETS, RESCHEDULING**

**Match Duration:**

7v7 Leagues – Two 27-minute halves, plus five-minute halftime.

Halftimes may be shortened in the interest of time constraints at the discretion of the referee when trying to stay on time for the next match. Games not starting as scheduled because of team delay will still end at the scheduled time (minutes deducted from match) in order for the next game to start as scheduled.

Weather Delays –Matches will not be rescheduled for weather. For extremely heavy torrential downpours, we may delay matches to wait for it to subside. We also will honor lightning delays when lightning is in the area. Players should seek shelter in cars if necessary. Players may call the rain out line or check the field status on the web site. Abandoned Match - If a match in progress is cancelled, the match will be considered a completed match if at least one half of time has been played. If the match is not played or cannot be completed, both teams will receive a WIN and the subsequent three points in the standings.

#### **Forfeits:**

PLEASE let me know, by 9AM, if your team will have to forfeit. If a team does not show for their game, the result will be a 3-0 loss on the team's record and a one-point deduction in the season standings. The team that shows may still use the field for their game duration. With 7v7 team rosters capable of carrying 14 players, teams should rarely be unable to field at least the minimum number of five players (including one rostered female), so teams must have minimum player representation at each match in order to avoid a forfeit. A team will forfeit if they do not have the minimum number of players. If there are not enough players at the scheduled kick off time, the team has up to 10 minutes to wait for more players to show. If after those 10 minutes a team still cannot be formed, the opponent may decide to earn the forfeit win 3-0, or wait until more players show. As stated in the Game Duration section, the match will end on time. Both team captains and the referee must agree that the match will take place if 10 minutes have passed. Also, see Number of Players rules in regards to non-rostered players.

#### **Match Rescheduling:**

United Futbol Academy will attempt to fulfill requests for a match rescheduling so long as we receive notice at least one week prior to the scheduled date and the change does not adversely affect other teams in the league. Once the request is received, as long as the other team agrees to the newly proposed date and time, the match can be rescheduled. Should the opposing team not agree to the change, the match will say at its' originally scheduled day and time. To reschedule a game, please email [adult@united.org](mailto:adult@united.org).

## **ROSTERS, NUMBER OF PLAYERS, SUBSTITUTIONS**

#### **Rosters:**

The referee will conduct a roster check prior to the game. All players on the field **MUST** be on the roster, including guest players. **The referee must be notified the player's first and last name, and the team he/she is on the roster for.** Team captains are responsible for roster management. All players must join their team roster through the registration web site. Players need to bring the ID's to all games for roster verification. For questions/assistance with roster management, please email [adult@united.org](mailto:adult@united.org).

**Minimum and Maximum # of Players on a Roster:** Minimum 10 Players / Maximum 14 Players.

Rosters should be complete by the first match of the season with the minimum 10 players. At the start of third match, the roster is locked through remainder of season (and tournament if applicable). In the event a player is injured during the season, that player may be replaced by a new player at any time throughout the season per league approval.

#### **\*\* Picking Up of Non-Rostered Players by Teams:**

In order to count as an official match teams must start with five players (including one rostered female). If both teams are missing their female players, the team captains can decide to either both play down to 6v6 or both play full teams at 7v7.

Non-rostered players **MUST** be picked up from a lower or same division. For a F division match, one player from the D division may guest play for that team. **The referee must be notified the player's first and last name, and the team he/she is on the roster for.**

Non-rostered players may not be used if your team has nine or more rostered male players available. If non-rostered players are used, the team can only add three players OR up to the number of players on the opposing team, whichever happens first.

No non-rostered players may NOT be added during playoffs.

In the event of infringement, a forfeit victory will be awarded to the opposing team, even in the instance of the team having more goals at the time.

If a team only has one female player, they may add a female from guest player from the same division regardless of the number of males.

**Age Rules:**

Men and women 18 years of age or older

**ALL PLAYERS MUST BE REGISTERED TO PLAY!** The team captain may request, at any time, for the referee to check the ID of an opposing player. Teams must bring their ID's for all games. Rosters will be available for any Captain requesting an official check of a player by the league. A captain may request a roster check before the end of halftime.

In the event of infringement, a forfeit victory will be awarded to the opposing team, even in the instance of the team having more goals at the time. Repeated infringement will result in the captain losing their right to be a captain and the team may be removed from the league.

**Playing ILEGAL players is a serious infringement and will be sanctioned in addition to the mentioned actions of the rules, by any other proper action that either the Director of the adult league, or the club might be necessary.**

**Substitutions:**

Substitutions are “hockey style” a player may substitute at any time so long as it doesn't interfere with the play or make an unfair entry.

**SCORING, STANDINGS & RELEGATION**

Female goals are worth two points, so long as the female was the last offensive player to touch the ball. If the last player to touch the ball before a goal is awarded is female the goal counts as two points. **If a female goal is scored directly from a dead ball, it only counts as one point.**

Standings/Results:

WINS = 3 points

TIES = 1 point

LOSSES = 0 points

FORFEIT = -1 point

Tiebreakers:

In the event of a tie in the standings, the tiebreaker for final league standings are followed in this order:

1. Goal differential (capped at +/- 3 per match)
2. Goals for
3. Goals against
4. Head-to-head result

**PLAYER'S EQUIPMENT**

**Jerseys:** Teams should wear “United” jerseys provided by the league. Due to the number of teams, there may be a chance your team will play a like colored team. The captains are responsible for checking the schedule and informing his/her team of the alternates to be worn during that match. The home team (listed first on schedule) is responsible for changing if there is a conflict.

**Shin Guards:** Shin guards are MANDATORY and must be covered by socks for ALL players

**Footwear:** Players may play in flats, turfs, or molded plastic or rubber cleats (no screw-in studs or metal cleats)

**NO JEWELRY** allowed except flat wedding bands and medical/alert bracelet, necklace, anklet

**Casts:** No hard casts allowed in games

**Hats/Sunglasses:** No hats with bills or sunglasses allowed for field players (keeper may wear a referee approved head covering if desired, like bandana or ball cap)

**FOULS AND MISCONDUCT, FIGHTING POLICY**

Players are subject to cautions and send offs according to FIFA's Law 12, including a slide TACKLE resulting in a caution.

**Yellow Cards:** Players who are issued a caution (yellow card) must sit for two minutes before re-entering the match. Player must have ok from referee before re-entering the field. This player may NOT be replaced by a substitute while exiting the field. A goalkeeper who is issued a yellow card must be replaced by a field player, but may reenter the field after his/her two-minute suspension after referee approval. A yellow card results in the offending team playing down a player for the full two minutes of play.

**Red Cards:** Players who are issued a send-off (red card either via two yellow cards or a straight red card) must leave the field of play immediately and may not return to the field of play for the remainder of that match. The player may not participate in any other league games that same day and may not participate in his/her next two scheduled games or any other games the same day. The offending player must also leave the park immediately. The team must play one less player for the remainder of that match. A goalkeeper who is issued a red card is also subject to this same rule.

Consistent infringement or a serious incident(s) committed by a player or team may result in suspension or being kicked out of United Futbol Academy Leagues.

**Profanity:**

Profanity is not tolerated in United Futbol Academy Leagues. Players using profanity are subject to automatic cautions. Consistent infringement may result in suspension.

**Fighting Policy:**

United Futbol Academy takes fighting and aggressive behavior from teams, players, and fans very seriously. Should a player be involved in a fight or serious incident they will be held to the following:

1st Violation- expulsion from all United Futbol Academy leagues for the remainder of the current season and the entirety of the following season with no refunds.

2nd Violation- a one-year expulsion from all United Futbol Academy leagues with no refunds.

3rd Violation- ban from all United Futbol Academy leagues.

Teams that are involved in two incidents in the same season will be suspended for the remainder of the season with no refunds. All games will be forfeited, and the team will be relegated one division the following season should they decide to return. Teams that are suspended for a second time will not be allowed to return under the same team's name or same manager.

Fans involved in violations will be escorted off the premises immediately.

All other disputes, fights, incidents etc. can be reviewed by the League and are punishable at the League's discretion depending on the situation. All decisions are final and non-disputable.

\*Captains are responsible for helping to ensure all rules are followed. Any persistent or intentional infringement of the league rules will result in the infringing captain to lose their advantages the following season.

County Park rules must be followed by players and spectators.

[Park Rules \(forsythco.com\)](http://forsythco.com)