

## 7v7 Adult Soccer League

### Southern Soccer Association (SSA)

#### General Rules:

- Each team will field 6 outfield players and 1 goalkeeper.
- Players are allowed to be of either gender. This is not a **coed-rec** league.
- Field size will be 100 x 180 feet . Goal size will be 6'x12'.
- All game rules, unless specified in this document, will be in accordance with FIFA, international governing body of soccer.
- **NO GUEST PLAYERS ALLOWED!** Any team that plays with guest players will forfeit that game.

#### Player Requirements:

- Team will fill out roster, and pay all according fees set forth by SSA. The Team will be registered with SSA, and players must have current player passes from Florida State Soccer Association.
- Teams must have at least 5 field players including a goalkeeper to begin. Late arrivals will be allowed to sub-in when ready. If a team does not have the required number of players to start, the team has 10 minutes to get to the minimum number of players or they will forfeit the game. As soon as they meet the minimum number of players the game will begin.
- Substitutes are unlimited and “on the fly”.
- Players must wear matching colored kits with numbers.
- FIFA Authorized footwear is required. NO METAL CLEATS will be allowed.
- Shin guards are required.
- There must be at least 2 games left in the regular season for a team accept new registrations.

#### Play Rules:

- Games will consist of two 30 minute halves with 1 referee. Halftime will consist of 5 minutes. Clock will run nonstop. Added time will be at the discretion of the referee, but encouraged not to add excessive time. If a game starts late, each half will be shortened. The amount of time the halves are shortened is at the discretion of the referee.

- Tough play is encouraged, but slide tackling is not legal. Play on the ground will be at the discretion of the referee, but dangerous play will be judged for a foul and discipline will be issued
- Yellow cards and Red cards will be issued for all deserving offenses, in accordance with FIFA regulation. A first Yellow card will result in the offending player leaving the field of play without a substitute being allowed. The offending team must then play down one outfield player for two minutes. After the two minutes, the offending team will be allowed to add a player. A second yellow card warrants a red, which requires the player to be sent off, and the offending player's team is to play down one player for the duration of the game. Two Yellow cards receive a suspension of following game. Automatic Red is required suspension of following game. If behavior warrants, SSA reserves the right to hand down multiple game suspensions, monthly suspensions or expulsion from the league.
- Any ball that goes over the Touch Lines will be played in with a throw in. Any ball that travels over the End Lines will result in a Goal kick or a Corner Kick. Corner Kicks are to be played per FIFA rules. Free Kicks will be given a minimum of 5 yards by opposing players if team requests it. Quick restarts are allowed, at the discretion of the Referee.
- Penalties given for infractions inside the designated goal box. When a penalty is given, the offensive player will place the ball at the penalty kick spot. The keeper cannot move off his line until ball is struck.
- Goalkeepers are allowed to use hands inside the designated Goal Boxes. Goal Keepers are not allowed to "Handle" the ball outside of said area. Goalkeepers are not allowed to pick up balls directly played back by field players of the same team. Goalkeepers are not allowed to kick, punt, or throw the ball past the half line, however the Goalkeeper is allowed to kick past the half line if he first places the ball on the ground. One bounce drop punts are not allowed. Goalkeepers are allowed to slide for oncoming balls into the Goal Box, as long as safety is taken into concern from all players. Goalkeepers are allowed to use their hands if the ball is thrown to them by their own team on a throw in and the goalkeeper is in their designated area.
- There is no offsides rule.
- The Referee has the final say on any and all "on field" calls, goals, discipline, and ejections. Each team will provide a captain, who may converse with the referee, but all referee decisions are final.
- Each player is expected to hold themselves in the highest accords with FIFA's *Fair play and Sportsmanship* rules. Foul language, inappropriate gestures, violence, intentional dangerous play, and any other activities that violate the rule or spirit of the game, or the rules of Southern Soccer Association and/or the rules of its facilities will be subject to discipline, removal, suspension, and/or expulsion from the league.

- There will be a member of the board present at all times during league play if any team captain has anything that they feel should be brought to the board or SSA officials.

**League System:**

- Games will be played on Sunday afternoons coinciding with field availability as scheduled by SSA. All rainouts will be rescheduled for the end of the season.
- All Wins will be worth 3 points, Ties will be worth 1, and Losses will be worth 0
- Standings determined by the teams that have most accumulated points at end of season. Ties will be broken in the following order: Goal Differential, Goals For, Goals Against, Head-to-head, coin flip.
- There will be playoffs at the end of each season. It will be a single elimination knockout playoffs system (based on the number of teams in the league). Number of teams participating in the playoffs will be announced prior to the start of the regular season.
- Overtime will consist of 2 five minute halves with Golden Goal. Penalty kicks to follow with 5 players from each team consisting of players who were on the field when match play ended. Only the players taking the penalty kicks are allowed on the field of play during the kicks.