

RRWSL 7v7 Tournament Rules

General 7v7 Game Play Rules

The F.I.F.A. rules of play will apply with the following exceptions:

1. Teams will consist of six field players and one goalkeeper.
2. There is no offside unless a player is camping-out in the opponent's penalty area. Camping out is defined as an offensive player moving into the opponent's penalty area while not being defended, play on the ball has not progressed to at least ten yards from the camping offensive player and then the ball is passed forward to the offensive player located in the opponent's penalty area without being defended. The ball must be passed to the "camping" offensive player for camping to occur much as in the definition of offside.
3. Substitutions can be performed at any time during the game. You do NOT need the referee's attention or permission to substitute. However, players being substituted must be out of the play area when the substitute enters the playing field. **Substitutions must enter the field of play at midfield.**
4. All opposing players must allow 8 yards clearance from the placement of the ball for any free kick. Except when the ball is within 10 yards of the goal, then the opposing players may line-up on the goal line.
5. All goal kicks will be taken from the goal line within 10 yards of either side of the goal post.
6. The ball must leave the penalty area before it can be played and considered in play. If touched before it leaves the penalty area, the kick will be retaken.
7. Once the ball is under control, the goalkeeper has 6 seconds before she must release the ball into play.
8. Policing/eliminating the use of profanity is the responsibility of the team captain. The team captain must control yelling at or intimidation of the referee. The captains are the only individuals allowed to discuss any game situations with the referee. Players and/or teams will typically receive a warning, and then a caution yellow card will be issued for continued use of profanity. Any player receiving a caution yellow card must be substituted out for a minimum period of 5 minutes until the next stoppage of play and with the approval of the referee to enter the field of play.
9. **No slide tackles are allowed in this tournament.** An intentional slide tackle will result in a send-off red card being issued (at the discretion of the referee). The only exception is the goalkeeper may slide to gain possession of the ball. A slide tackle is defined as: *A tackle in soccer in which the defender slides and extends a leg in order to disrupt the play or get possession of the ball.*
10. No opposing player may charge the goalkeeper once the ball is in control.
11. **There will be no coin flip to determine the start of the game.** The visiting team will have the choice of which goal they will attack. The home team will have the kickoff to start the game.

If a game is being played where there are stationary goals along the sideline, a player who is taking a throw-in may choose to move outside the stationary goal to the side that does not cause the throw-in to take place closer to the goal they are attacking.

General Tournament Rules

1. **Eligibility:** All participating teams must be currently registered with USASA. A team representative must provide a USSF roster form and current, laminated, USASA Player Cards. Teams not affiliated with TSSAS must provide a travel permit from the state association. **Teams are allowed a maximum of 12 players per roster. A player will only be allowed to play for one team during the tournament.** If a player is found on multiple rosters/teams (even if they have not played yet), both teams will be eliminated from the tournament. **Roster revisions are final as of CHECK IN.** A team must have at least seven players on the roster to be eligible to play.
You must be of age as of the TOURNAMENT YEAR for any division. The only exceptions are for the O50 division: may have 2 players aged 48+ and the O60 division: may have 2 players over 58+ years of age within calendar year of the tournament.

Equipment: Shin guards are required. Socks must cover the shin guards entirely. All team shirts must be the same color with permanent numbers at least 8" tall. In the event of a color conflict, home teams (listed first on schedule) will change to their alternate team color. **The home team must supply game balls.** Goalkeeper jerseys must be clearly distinguishable from team player shirts and referee shirts. Player equipment is subject to the Referee's inspection and approval; the

Referee maintains the option to send off a player due to uniform violations. If a player is wearing a **knee brace**, the metal parts on the brace must be taped at all times during play. The referee will confirm that the Rule is being followed by the player.

Jewelry: NO jewelry is allowed, both cloth and metal varieties and must be removed prior to the games, with the exception of flat rings, medical alerts (bracelets or necklaces). Non-removable piercings must be taped to prevent injury at all times during play. The referee will confirm that the Rule is being followed by the player.

Duration of Games: Tournament games will have two-25-minute halves, with a five-minute break between halves. In the event of a tie during a preliminary round game, the tie will stand as the final score.

2. **Team Advancement:** Teams will advance on the basis of accumulated points.

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| Win | 6 points, plus 1 point for each goal scored (max of 3 goals). |
| Tie | 3 points, plus 1 point for each goal scored (max of 3 goals). In the event of a tie during a preliminary round game, the tie will stand as the final score. <u>NOTE: 0-0 games do NOT receive the shut out point.</u> |
| Loss | 0 points, plus 1 point for each goal scored (max of 3 goals). |
| Bonus | 1 point is awarded for a shutout. 10 points max with bonus per game |

Forfeit equals 8 points.

1 point will be deducted for each red card or three yellow cards to a team in a match.

Ties in the standings will be resolved in the following order:

In the event that two or more teams are tied in points at the end of these games, the following tiebreakers shall be applied in this order until a winner is determined. While following these criteria, never revert back to the top of the list even after a team has been eliminated from the tiebreaker.

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|--------------------------------|--|
| | <ol style="list-style-type: none">1. Winner of head to head competition2. Most total wins3. Net goals (goal difference, limit of +/- 3 per game)4. Goals against5. Most goals scored (maximum of 3 goals per game)6. Fewest team penalty points: (red card=3; yellow card=1)7. Coin flip |
| Bracket Games | |
| Semi-Final/Champion ship Games | All semi-final games ending in a tie will have two 5-minute overtime periods. If the score is still tied, a penalty kick shoot-out will begin immediately with the players on the field at the time of the whistle. |

3. **Advancement:**

Open Comp - Top 2 teams go directly to Championship Finals.

Open Rec – Top 2 teams go directly to Championship Finals.

Over-30 Comp - Top 2 teams go directly to Championship Finals.

Over-30 Rec - Top 2 teams go directly to Championship Finals.

Over-40 - Top team wins based on points as listed above.

Over-50 - Top team wins based on points as listed above.

Over-60 - Top team wins based on points as listed above.

4. **Forfeited Games:** - Failure to Show: Due to the tight game schedule, no grace period from scheduled GAME TIME will be allowed. A minimum of 5 players constitutes a team. If a team forfeits a game, the score will be recorded as a 1-0 victory for the other team and 8 points will be awarded.

5. **Substitutions:** Substitutions will be unlimited and can be made anytime. A substituted player may re-enter the game. Substitutes must enter and exit at the center of the field.
6. **Conduct:** **Both players and spectators shall accept the referee decision. The referee may end the game at his / her discretion should conduct warnings be unheeded. No protests are allowed.**
7. **Warnings and Ejections:** Any player receiving a caution yellow card must be substituted out for a minimum period of 5 minutes until the next stoppage of play and with the approval of the referee to enter the field of play. Any player receiving one send-off red card will be ejected from the current game without substitution and will not be allowed to play the game immediately following. Any player receiving two send-off red cards or three caution yellow cards will be eliminated from the rest of tournament play. Any team receiving three or more send-off red cards will be eliminated from the tournament. Player cards for teams or players ejected from the tournament will be kept and the Tournament Director will send the cards to their State Association with a misconduct report.
8. **Slide Tackles:** No slide tackles will be allowed in any O30+ division. A deliberate slide tackle will result in an automatic red card (an accidental slide is at the discretion of the referee). The only exception is that the goalkeeper may slide to gain control of the ball.
9. **Awards:** Each team placing 1st and 2nd in each division will receive an award.
10. **Rainout:** There is no rain-out date for this tournament. In the event of bad weather, the Tournament Committee has the authority to make any of the following changes prior to the start of the game: (1) Relocate/reschedule games; (2) Reduce playing time by up to 50%; or (3) Award prizes based on the status of games completed. If the tournament is completely rained out, teams will receive a refund of registration fees once tournament costs are deducted. Check the website for the latest rainout information: www.rrwsl.org.