

7v7 LEAGUE RULES

The League Director reserves the right to amend the rules and schedules as necessary.

High School Soccer rules will apply unless modified by these league rules.

Website: www.ccbcmd.edu/athletics/cat/soccer7v7.html

1. Playing Eligibility

- 1.1. All participating players must have been enrolled in High School in May of the current year. (Variances must have permission of league director.)
- 1.2. Each team must have a minimum of ten (10) players and shall be limited to a maximum of fifteen (15) players on the roster. Rosters may be faxed to 410-455-4998. Maximum of 16 players per team.
- 1.3. The team manager shall submit to the League Director a roster of all players on his/her team prior to the first scheduled game. Rosters must have players name, player's signature, age, and parent's signature. Failure to turn in the roster on time will result in forfeiture of every game, without refund, until the roster is on file with the League. Rosters may be turned in on-site at the league table.
- 1.4. Roster additions and deletions can be made providing the individual and the parent's signature is on the roster and on file with the League Director **BEFORE** the player participates in games.
- 1.5. Teams using ineligible players may result in team suspensions or other disciplinary actions as deemed necessary by the League Director – including being dropped from the league without refund.

2. Playing Rules

- 2.1. Team on the field shall consist of seven (7) players (including the goalie). Minimum players to start and continue a game is five (5).
- 2.2. Both teams are responsible for providing a #5 game ball.
- 2.3. Both teams are **RESPONSIBLE FOR A \$10 REFEREE FEE FOR EACH SCHEDULED GAME. Teams who forfeit will owe the league director a \$20 forfeit fee.**
- 2.4. Start of play: the opposing team must stand a minimum of 5 yards away on their half of the field. Restarts do not have to go forward.
- 2.5. Unlimited substitutions on a dead ball for either team. No subs "on the fly". Substitutes must have the referee's permission before stepping onto the field.
- 2.6. One referee per game will be used.
- 2.7. Game shall consist of two (2) twenty-five (25) minute halves with a five (5) minute rest period between halves. Referee will keep the time.
- 2.8. Game time is start time and clock will run as scheduled. No grace periods. A forfeit occurs after the game clock runs for fifteen (15) minutes and one or both teams are unable to field a minimum of five (5) players.
- 2.9. Running clock – no stoppage of game clock for any reason (including injuries).
- 2.10. **Keepers:** Keepers may not punt or drop kick the ball past ½ field. An indirect kick will be awarded to the opposing team at half field. Keepers may throw as far as they wish.
- 2.11. Goal kicks may travel past ½ field.
- 2.12. No offsides.
- 2.13. All restarts, except penalty kicks, are indirect – including corner-kicks. Opposing players must remain 5 yards away.
- 2.14. Penalty kicks will be taken from the top of the box.
- 2.15. The League will use throw-ins for balls that travel past the sidelines.
- 2.16. Tie game remains a tie.
- 2.17. A team may use a rostered player(s) from another team.

3. Player's Equipment

- 3.1. 7v7 Soccer provides 15 numbered jerseys per team.
- 3.2. Appropriate soccer cleats or shoes are required. No metal spikes.
- 3.3. Shinguards are mandatory and must be covered. All players on the field must wear Shinguards. A penalty kick may be awarded to the opposing team for a shinguard rule violation.

4. Disciplinary Actions

- 4.1. A player who receives a red card is ejected from the current game and the following scheduled game.
- 4.2. A player who receives a yellow card must be substituted. The referee will keep the minutes.
- 4.3. Anyone who strikes, shoves, pushes, or otherwise physically or verbally threatens an official, league staff, college staff, spectator, or members of any team shall be ejected from the League without the possibility of refund.
- 4.4. Forfeiting teams are required to pay a \$20 forfeit fee. Payment is due to the League Director at the next scheduled game.

5. Field Supervision

- 5.1. The League will provide nets, lined fields and scheduled referees.
- 5.2. Both teams are responsible for supplying a game ball.
- 5.3. In case of inclement weather, call the CCBC Catonsville Camp Office at 410-455-4960.
- 5.4. Games canceled due to weather, or reasons outside of the Leagues control are not subject to refunds and are not guarantee to be rescheduled.