

2022 SUPER 7 SUMMER LEAGUE

LEAGUE/MATCH RULES

NUMBER OF PLAYERS

Games are played with six field players and a keeper; minimum number of players on the field is five. Each team must provide the referee with a paper roster before the game with the players' names and associated jersey numbers. Guest players from other teams are allowed during the regular season as long as they are registered with Super 7. NO GUEST players are allowed for the Tournament. Coach's names must be on the roster.

SUBSTITUTIONS

Substitutions are allowed "on the fly". Subs must stand at midfield before entering the game. Players are required to step off the field before the sub steps on. Referees do not need to stop the game for a substitution.

PLAYER EQUIPMENT

Shin guards are MANDATORY and must be completely covered by socks.

UNIFORMS

Permanent numbers are required on all jerseys. No numbers may be made using tape. Home teams (listed first on schedule) are required to wear pennies if primary colors conflict (no shirts vs. skins).

THE GAME

The game will have two 25-minute halves with a 2-minute halftime. Offside does not apply. In case of a tie, the game will finish as a tie. A forfeit will be awarded if the opposing team is not ready to play (cannot field the minimum # of players) within 5 minutes of the scheduled start time. The schedules will not allow for grace periods longer than 5 minutes. There will be no grace period allowed if each team has a minimum of 5 players at the scheduled start time.

OVERTIME

There is no overtime during the regular season and in tournament play. During the regular season, games can end in a tie. If there is a tie during tournament play the game will go directly to FIFA penalty kicks (10 yards away). HS rules- players taking the penalty kicks do NOT have to be on the field at the end of the game.

3-LINE VIOLATION

A player is guilty of a 3-line violation when he/she passes, throws, or kicks the ball across 3 lines (Top of Goal Box, midfield, and opposite Goal Box line) in the air or on the ground toward the opponent's goal without touching or having been played by another player on either team. An indirect kick will be awarded to the opposing team at the point where the ball crossed over the first line.

FOULS AND FREE KICKS

All direct and indirect fouls apply. Opposing players must remain at least 5 yards from the ball. Penalty Kicks will be taken from 10yards (10 paces) away.

GOALKEEPERS

Once the keeper HAS CONTROL of the ball, they have 6 seconds to put the ball back in play. Failure to do so will result in an indirect free-kick. Keepers may not throw, punt, or drop-kick the ball over three lines.

THROW-INS

3-line violation applies for throw-ins. Keepers may not play throw-ins from their team with their hands.

GOAL KICKS

Will be taken within the 6-yard box and no goal is allowed directly from a goal kick. The 3-Line rule applies.

CORNER KICKS

Goals can be scored directly on corner kicks. Opposing players must be at least 5 yards away.

MISCONDUCT

Ejections for Violent Conduct/ fighting or any other actions deemed violent and/or profane language. Offensive language can also be a send-off depending on how it is used, directed, etc., and will result in suspension; the offending player serving a minimum of a 1 game suspension; their team will play one player down the remainder of that match. Should a player accumulate two yellow cards in one match, their team will play down one player for the remainder of that match

REFEREES

One referee will be assigned to each match.

INCLEMENT WEATHER

All coaches will be sent a text message via our group messaging system if games are canceled due to poor weather. The game will be rescheduled if lightning strikes prior to the conclusion of the first half. If lightning strikes in the second half, the game is terminated and deemed final.