

TEXAS 7v7 SOCCER LEAGUE RULES

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

1. Playing Eligibility

- 1.1. All participating players must have been enrolled in High School for Fall of the current year. (Variances must have permission of league director.)
- 1.2. Each team shall be limited to a maximum of fifteen (15) players on the roster.
- 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 and, age.
- 1.4. Roster additions and deletions can be made providing the individual 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.
- 1.6. League admission must be paid before the first game and will be used to pay for the end of season tournament.

2. Playing Rules

- 2.1. Team on the field shall consist of seven (7) players (including the goalie). Minimum number of players to start and continue a game is five (5).
- 2.2. Home team is responsible for providing two #5 game balls.
- 2.3. Home team is responsible for scheduling and paying officials.
- 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 four (4) twenty (20) minute quarters with a two and a half (2.5) minute rest period between quarters and 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. (unless the referee stops the clock)
- 2.10. **Goalkeepers:** Goalkeepers may not punt or drop kick the ball past ½ field. Another player must touch the ball before it crosses the midfield line. 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 offside.**
- 2.13. Opposing players must remain 5 yards away on all restarts.
- 2.14. Penalty kicks will be taken from the penalty mark.
- 2.15. For balls that travel over the touch line, restart will be by throw-in.
- 2.16. Overtime will be a five (5) minute period. If the game is still tied penalty kicks will be taken. Penalty kicks will be taken from the penalty mark and five (5) players from each team will kick, altering teams after each kick.
- 2.17. The field size will be 80 yards by 50 yards, or as close to that as possible. The "Penalty Area" can be 14 to 18 yards.

3. Player's Equipment

- 3.1. Every player must wear a numbered jersey (except the goalkeeper). All jerseys must be the same.
- 3.2. Appropriate outdoor soccer cleats or shoes are required. No metal spikes.
- 3.3. **Shin guards are mandatory and must be covered.** All players on the field must wear shin guards.
- 3.4. Players without proper equipment will be sent off to correct the problem and cannot return until the referee is satisfied.

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.
- 4.3. Anyone who strikes, shoves, pushes, or otherwise physically or verbally threatens an official, staff, spectator, or members of any team shall be ejected from the League.
- 4.4. Forfeiting teams are required to pay for officials (if they are paid).

5. Field Supervision

- 5.1. Home team will provide nets, lined fields and scheduled referees.
- 5.2. Home team is responsible for supplying two (2) game balls.
- 5.3. Under severe weather a game may be rescheduled (games will be played in the rain) and it will be up to the two (2) participating schools to communicate with each other and get the game rescheduled.
- 5.4. If a game is cancelled it is the home team responsibility to call and cancel the officials. A decision on canceling a game needs to be determined by 4pm on game day to insure enough time to contact the officials.