



SPORTZ SERVICES 4U, INC.
GAME RULES AND REGULATIONS (7v7)

I. TEAM ELIGIBILITY

This league shall be open to all teams comprised of properly registered players.

II. PLAYER ELIGIBILITY

In no event will a player be allowed to enter the field without prior registration, and approval by the league's commissioner.

III. PLAYER/TEAM PROFILE

A. Teams must fill out a roster for each game and may have up to 12 players in their rosters.

B. The minimum number of registered players to be considered a valid team is 7.

C. The minimum number of players needed on the field to avoid a forfeit is 5.

D. **Rosters will freeze at the half the number of games in the season.** SS4U will then provide the rosters for the remainder of the season. Once the roster freezes no players can be added therefore ALL players should be listed whether they play that game or not. If a player is not listed in the roster he cannot play in the quarterfinal, semifinal and final games.

IV. GAME PROFILE

A. Each game will consist of two 28 minute halves, with an interceding 4 minute half time. At half-time, teams will change defensive ends of the field.

B. Teams must be ready to start the game as scheduled. The referee fee must be paid before the beginning of the game and the roster must be stamped as paid.

C. **Games will start at the scheduled time; however a grace period of 10 minutes will be given to teams without the minimum number of players at starting time. After this 10 minute period the team that is present has the right to decide if they want the game to be considered a forfeit or if they want an official game with less play time. If the game is a forfeit, the resulting score will be 1-0 for the team that is present; therefore they get 3 points for the win and 1 point for the shut-out. If the game is played then the remaining time for the game will be divided equally for each half with no half-time. (Ex: 40 minutes would equal 20-minutes halves, 36 minutes would equal 18-minutes halves, etc).**

D. Teams will incur a penalty of -1 point for each forfeited game and will be deducted at the end of the season. The Facilities Committee reserves the right to review a team's record of forfeits per season. Subsequent to many forfeits, a team may be denied the right of entry to any season.

E. **In the event of a forfeit, both teams are still responsible for the referee fee. The game will be considered a tie and both teams will incur a penalty of -1 point.**

V. UNIFORMS

During official games players must wear identical shirts. All uniforms must be **numbered** in sequence differentiating each player. Goalkeepers are required to wear a different color/style shirt so as to distinguish him from other players.

VI. PASS VIOLATIONS

A. No offsides.

B. On goal kicks, the ball cannot be kicked past the center line. The ball may bounce or roll across the halfway line. **Violation of this rule will result in an indirect kick for the opposing team at the half line from the outside of the field.**

- C. When keeper has ball in hand, the ball cannot be thrown past the halfway line. He may **not** bounce the ball to kick it past the halfway line; it can only be placed flat on the floor and rolled once before being kicked past the halfway line. **Violation of this rule will result in an indirect kick for the opposing team at the half line from the outside of the field.**

VII. FREE KICKS

- A. Free kicks may be direct or indirect, at the discretion of the referee.
- B. **Penalty kicks are executed 8 yards (24 feet) from the goal line and DO NOT REQUIRE the player to be in a stationary position.**
- C. All free kicks must be executed within 5 seconds after setting the ball at the point where the infraction occurred.
- D. **Players from the opposing team must respect the 6 yard (18 feet) distance from the point where the ball is set for the kick.**
- E. Standing in front of the set ball in less than mandatory distance or shorting the distance by lifting their feet will result in a foul.

VIII. DISCIPLINE

- A. A **yellow card** will eject a player for 3 minutes and the player cannot be substituted. A goal scored by the opposing team **will terminate** this ejection. A 3 minute ejection given close to the end of the first half must be served, and time remaining will carry over to the second half. **Two (2) yellow cards accumulate to a red card and the player must sit the next scheduled game UNLESS he pays the \$25.00 fine and in that case would not need to sit out the next scheduled game.**
- B. A **red card** will **automatically** eject a player for the remainder of the game and prevent him from playing the next scheduled game. Depending on the reasons why the referee issued the red card, a player may sit out for more than one game as determined by the Facilities Committee. Regardless of how many games the player is penalized, **the team must also pay a \$25.00 fine for the red card.**
- C. Depending on the severity of the conduct deemed unacceptable, the Facilities Committee may recommend suspension, of up to the duration of the season.

IX. OTHER VIOLATIONS

- A. **SLIDING IS NOT ALLOWED BY ANY PLAYER FOR ANY REASON WHATSOEVER. Only the goalkeeper is allowed to slide inside the goal area. This infraction results in a yellow card.**
- B. Intentional hand balls will be penalized with a free kick and a yellow card.
- C. Fully extended arm with or without possession of the ball intended to keep away an opposing player is not allowed at any time.
- D. Grabbing a player by his shirt is NOT allowed at any time.
- E. Fighting and/or foul language against another player will result in an automatic red card and possible expulsion from league.

X. GENERAL

Sportz Services 4U, Inc. will not be responsible for any expense incurred by any team due to the cancellation of a portion or totality of the league.

XI. VIOLENCE AND ASSAULT AGAINST REFEREES

Aggression towards the referee in any way will result in the forfeit of the game being played and the expulsion of the player and/or team indefinitely. An intentional act of physical violence against a referee, including but not limited to: hitting, kicking, punching, choking, spitting, grabbing or

bodily running into a referee, will result in the expulsion of the player and/or team for the remainder of the current season and the following season.



XII. SPECTATORS

All spectators should be sitting on the opposite side from the players. If family, friends, or benched team members run into the field during any discussion, confrontation or fight, the corresponding team will automatically forfeit the game. If a spectator is asked to leave the field and refuses, the team that the spectator is with will forfeit the game.

XIII. LEAGUE POINT SYSTEM

At the conclusion of the season, all teams will play the quarterfinal games. The matches will be decided by the ranking of each team based on the total number of points obtained during the regular games. The following is the point system:

Win	= 3 points
Tie	= 2 points
Loss	= 0 points
Shut out	= 1 additional point
Forfeit	= -1 point

In the event that 2 or more teams are tied in points, the goal differential will decide a team's ranking for the quarterfinal games. If the tie still exists, then the goals in favor will determine the outcome of the rankings. If the tie continues, the goals against will be the deciding factor, and as a last resort, we will look at the game results between the teams that are tied.

XIV. PLAYOFFS

- A. If quarterfinal, semifinal or final game is tied at the end of the regular play time, a 5 minute sudden death will be played. If this period results in another tie, the game will be decided with 5 penalty kicks per team. **If the game is still tied, the game will be decided with 3 penalty kicks per team.**
- B. **All players must show picture identification for quarter, semi and final games.** A player that does not register for a team will not be allowed to play at all in the league. If a team proves that another team is playing a game without registering a player the game will be automatically forfeited. Players can NOT play for more than one team in the same division; however they can play in different divisions.

XVII. OTHER RULES

- A. NO BEER allowed at the parks or parking lot.
- B. Shin guards are mandatory.
- C. The field is 38'x 55' and we will use a size 5 ball.
- D. Unlimited substitutions are allowed however a player must let the referee know when he is going to sub.
- E. Players will be on the opposite side of the field from the spectators.
- F. Registration fee should be paid in full by the third game. Failure to comply will result in a late fee of \$25.00.

Above guidelines are set to establish fair and clean play. Sportz Services 4U (SS4U) & The City of Cooper reserve the right to add/change the rules for the benefit of the league. We will evaluate any violation/infringement of instituted rules and regulations and if necessary a suspension or expulsion from any game and/or season may be given to a player or team at any time.