

Cincinnati Sports Leagues

7 v 7 HALF-FIELD SOCCER LEAGUE OFFICIAL RULES

OVERVIEW

7 PLAYERS ON THE FIELD (5 MALES/2 FEMALES)
TWO 22-MINUTE HALVES
RUNNING CLOCK
ONE TIME OUT PER TEAM, PER GAME
TIES DURING REGULAR SEASON STAY AS A TIE
PLAYOFF TIES DECIDED BY OVERTIME & SUDDEN DEATH SHOOTOUT

NCAA RULES

Normal rules and penalties of the NCAA apply unless exceptions have been made herein.

SLIDE TACKLING IS NOT ALLOWED

- We want to prevent as many injuries as possible so any type of sliding in the field of play is absolutely prohibited even if no one else is around!

PLAYER EQUIPMENT

- The goalkeeper must wear colors which distinguish him from the other players, the referee and the referee assistants. Players must wear the color assigned to their team. Shin guards and cleats are not required, but highly recommended.

CO-ED RULES AND TEAM SIZE

- Each team shall field 7 players on the field at one time (no more than 5 men). CSL rules allow a team to play a legal game shorthanded with a minimum of 4 players, with at least 1 female. Teams may have as many players on their roster as they want. There is no maximum limit on the amount of females on the field at one time. All rosters must be finalized by the second week of the regular season. Players added after the second week that are not on the team roster or waiver will not be eligible for playoffs.

FORFEITS

- Teams will have until 10 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a minimum of 4 players, with at least 1 of them being females. Teams fielding less than 4 players or, without at least 1 woman, will receive a forfeit. *Exception: Teams may play a "legal game" with less than 4 players or less than 1 female with the opposing team's consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win.* Teams may pick up players during the regular season in order to field a full team. Substitutes will not be allowed during playoffs.

COIN FLIP/BEGINNING OF GAME

- The beginning of the game will start with the CSL staff using an “odd/even”, or coin flip. The winning team will then have one of two options, choose to kick-off or choose a goal to defend.

KICKOFF

- Ball will be placed at midfield. The ball must complete 1 forward rotation before touched by another player.

SUBSTITUTIONS

- Teams ***may not*** substitute “on the fly”. All substitute players must notify the ref before entering the game. Substitutions may occur during any stoppage of play.
- Stoppages such as:
 - Throw-ins
 - Scoring of goals
 - Goal kicks
- There is no limit on the amount of substitutions per team/per game. During the course of the regular season teams are allowed to “pick up” players that are not on their roster in order to field a full team. In playoffs no non-roster players will be allowed to play.

TIME

- Play will be divided into (2) 22-minute halves separated by a very brief halftime. There will be a running clock maintained by the referee. The clock will stop only during time-outs and injury time-outs. Any delay tactics, (kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock.
- Each team receives one time out per game. No additional time outs are awarded for overtime games during the playoffs.

GAMES/SCORING

- Regular season games ending in a tie score will be recorded as tie games. Sudden death will be used in the playoffs.

RULES

- **DIRECT KICKS** - The ball is to be placed at the point of the infraction and to be put in play by any player on the affected team. No opposing player is allowed to be within 10 paces/yards of ball prior to kick. Goals may be scored on direct kicks. A direct kick is to follow these infractions: (1) Charging (2) Roughness (3) Handball (4) Dangerous play/kick (5) Slide-tackles. Penalties incurred inside the goal box by the defense will result in a penalty kick 12 paces/yards out. Penalties incurred outside but within close proximity to the goal box will be kicked from the point of infraction. The defense must stand 10 paces/yards away from the point of infraction (where the ball is being kicked from).
- **INDIRECT KICKS** - Indirect kicks will occur when: 1.) The goalkeeper touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate. When a player is offside, the opposing team will take the indirect kick from the place where the infringement occurred.

- **OFFSIDES** - A player is in an offside position if he/she is closer to the opponents goal line than the ball, unless:
 - He or she is in his/her own half of the field of play
 - He/she is not nearer to his/her opponents goal line than at least two of his/her opponents
 - He/she is even with the ball or the second defender
 - A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his teammates, he is in the opinion of the referee involved in active play.

- **OUT OF BOUNDS** - Anytime the ball goes over either sideline, out of bounds, a throw-in will ensue. The person throwing in the ball must throw the ball overhead with both hands and keep both feet remaining on the ground out-of-bounds until the ball is released.
 - Anytime the ball crosses an end line, a corner kick or goal kick will ensue.
 - Last touched by a defender- a corner kick. Ball is placed on nearest corner and kicked in by offensive team. Goals **may be** scored on corner kicks.
 - Last touched by attacker - A goal kick by the defense.

PLAYER CONDUCT/CARDS

- **FIGHTING** – Fighting is not allowed and will **NOT** be tolerated. All parties involved in fighting will be subject to ejection from the game at the referee’s discretion and subject to ejection from the league at CSL staff discretion.

- **YELLOW/RED**
 - A player is cautioned and given a yellow card if he commits any of the following offenses: (a) unsporting behavior, (b) shows dissent by word or action, (c) persistently infringes the Laws of the Game, (d) delays the restart of the game, (e) fails to stand the required distance for a corner kick or a free kick.
 - A player is sent off and shown the red card if he commits the following offenses: (a) guilty of serious foul play, (b) guilty of violent conduct, (c) spits on an opponent or any other person, (d) denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball, (e) denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or a penalty kick, (f) uses offensive language, or (g) receives a second caution in the same match.
 - Yellow – First is a warning, direct kick.
 - 2 Yellow Cards in one game results in Red Card
 - 1 Red Card = Ejection from game. May result in minimum of 1 additional game suspension depending on severity.
 - 2 Red Cards in one-season results in ejection from league, no refund.
 - Fighting or responding to a fight in a violent manner will almost always result in ejection from league, no refund.

STANDINGS

- Standings will be posted on-line.

PLAYOFFS

- Playoffs will follow the last week of regular season and will be single elimination.
- **SEEDING** – Teams will be seeded based upon a point system. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. In most cases all teams will advance to playoffs as long as they are not in violation of the forfeit policy. **Note: In some situations the last ranked team in the league may not be eligible for playoffs. This will be decided on a league-by-league basis.*
- **PLAYOFF GAMES** – Playoff games will follow the same format during regulation as the regular season. If teams are tied at the end of regulation in playoffs sudden death will be used. A sudden death play-off will involve 5 men and 2 women from each team for a five-minute overtime. First team to score wins. If neither team scores after the sudden death overtime period, teams will go into a shootout.
 - **SHOOTOUT SPECIFICS:**
 - Each team selects 5 players (3 males, 2 females)- players don't have to have been playing at the end of regulation. A coin toss will decide which team shoots first. The referee will decide which goal to shoot at.
 - Teams will alternate taking direct penalty shots from 12 paces off the goal line. (No guy/ girl shooting order is necessary)
 - If tied after the 1st round, the 2nd round will be SUDDEN DEATH i.e. 1st player from Team A scores & 1st player from Team B misses - Team A wins. Players who shot in the 1st shootout are not eligible to shoot again until all remaining players present have shot. If and when 1 team begins to utilize players for the second time, the other team may "recycle" players as well. Thus, some players on the team with more people present may or may not shoot.

RULES ARE SUBJECT TO REVIEW BY CSL MANAGEMENT.