

Magic Soccer FC
Adult Outdoor 7 v 7 League



Laws of the Game

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Rule 1: FIFA Standards

All standard FIFA outdoor playing rules shall be enforced, except for the modifications noted in the rules of this document.

Rule 2: The Field of Play

Each field will be approximately 50 yards in width and 90 yards in length to accommodate the 7 vs 7 playing format.

Standard field markings will be present on each field, including the following:

- Penalty box
- Penalty spot mark
- Center spot
- Center circle
- Half-way line

Rule 3: The Players

There is no limit to the number of players on each roster. Each game will be played with 7 players on the field at one time, one of whom must be identified by contrasting jersey or training vest as the goalkeeper.

A game will not start with less than five players. If at any point during the game a team is left with less than five players, due to injury, disciplinary actions, or other absences, the game will be abandoned and scored as a 3-0 forfeit.

Players may only be rostered on one team per division.

Rule 4: Player Equipment

Players on a team must wear the same color jerseys, shirts or training vests.

If both teams share the same color jerseys, shirts or vests, the home team shall be required to change its color.

Goal keepers must wear jerseys or training vests in a color or pattern that distinguishes them from field players.

Players may not wear jewelry, accessories, metal zippers or anything which poses a danger to themselves or other players.

Cleats, turf shoes, or athletic shoes are acceptable footwear. Shoes with any type of metal or sharp spikes are prohibited.

All players are required to wear shin guards made of material that provides a reasonable amount of protection. The shin guards must be completely covered by socks.

Any player in violation of these rules may be instructed by the referee to leave the playing field to correct their equipment, or to obtain any missing item of equipment. The player may not return without first reporting to the referee, who will check that the player's equipment is now correct.

Rule 5: Duration of the Match

Games will consist of two (2) thirty (30) minute halves with a five (5) minute minimum half time break. The half time break shall not exceed (10) minutes in length.

Except as otherwise determined by the referee, the clock will run continuously, with no stoppages for out of bounds or other restarts. Both halves will begin and end with an audible signal from the referee.

Teams must be in attendance and ready to play **5 minutes prior to game time**. Failure to do so may result in forfeiture of the game.

Rule 6: Substitutions

A team may use an unlimited amount of substitutions over the course of the game. Substitutions must occur at an appropriate stoppage (per FIFA rules) and must occur at midfield with the referee's permission.

Rule 7: Slide Tackling

Slide tackling the ball by field players is not permitted under any circumstances. If penalized, the player committing the slide tackle shall receive an automatic yellow card and a direct free kick shall be awarded to the opposing team.

Exception: A goalkeeper may slide inside the penalty box so long as they are judged by the referee to be reasonably making a play on the ball.

Rule 8: Fouls and Misconduct

Yellow Cards:

Any player who receives a yellow card during the match for reckless/violent play, or dissent must abide by the following rules:

- The cautioned player is required to exit the field of play for a minimum of 5 minutes. If there is no substitute player available, then the team must play down for that five-minute period and the cautioned player may then re-enter play with the approval of the referee.

Any player who has repeatedly been cautioned during the season and has accumulated 3 yellow cards must serve a mandatory one game suspension. Upon serving the suspension, the accumulated yellow card count shall return to zero.

Exception: If a player receives a third yellow card in the last match of the season, they shall not be required to serve a suspension for their first playoff match.

Red Cards:

Any player who receives a red card during the match must abide by the following rules:

- The player must exit the playing field, cannot be replaced by a substitute, and is ejected for the remainder of the match.
- The player may not stay in the team bench area after the ejection. The ejected player must completely leave the field/park for the remainder of the match week.
- The player must serve, at a minimum, a one game suspension. The actual length of the suspension shall be determined by club officials after receiving the referee's report on the incident.

- Any player ejected for either dissent or reckless/violent play shall be required to pay a \$10 reinstatement penalty to rejoin the league after their suspension has been served.

Fighting:

There is a zero-tolerance policy towards fighting. Any player engaged in a fight will be suspended for the remainder of the season without refund.

Rule 9: League Scoring:

Teams are awarded 3 points for a win, 1 point for a tie and 0 points for a loss.

Forfeits are recorded as a 3-0 loss.

In regular season play, the tiebreaker procedure will be based on:

1. Goal spread (goals scored minus goals against) with a maximum 5 goal spread per game
2. Fewest goals allowed
3. Winner of head-to-head competition
4. Coin flip

Referee decisions are final, and there shall be no protests of game results.

Rule 10: Playoff Games

In playoff competition, games that end in a tie will go to a 10-minute golden goal overtime.

If the game is still tied after overtime, a penalty shootout will occur. Teams will select 5 penalty shooters. If tied after 5 kicks, the shootout will continue alternating kick takers until one team misses. If the 1st kick taker of the round misses, the 2nd kick taker must score to clinch victory or kicks continue.