

LOS BANOS SOCCER CREW CO-ED RULES

Outdoor 7 v 7 Soccer Tournament for outdoor play

\$45 per player – includes referee pay and field rentals

1. Number of Players:

- 7 players per team - 6 field players and one goalkeeper.
- Coed teams must have a minimum of two (2) females, on the field always.
- Players must check in at station prior to match. no check-in, no play.
- Teams must have a minimum of five (5) players (including at least 2 women for coed) to begin, continue, and conclude a match. The official will start the game clock as scheduled but provide teams with fewer than five (5) players, a ten (10) minute grace period to produce the minimum required five (5) players before a forfeit is awarded to the opposing team, with the resulting score registered as a 3-0 result.
- Goals score by females is double the count.

2. Ball: Home team (1st on schedule) provides. Size 5

3. Substitutions: Unlimited substitutions at any stoppage, at midfield with the referee's permission.

4. Rosters: Maximum of Twelve (12) Players. A maximum of one (1) additional adult personnel, coach or otherwise, are allowed in the player's bench.

5. Equipment:

- Molded cleats, turf shoes and flats (including black-soled) are acceptable footwear. Metal studs cleats are prohibited.
- All players must wear shin guards.
- Teams are required to provide their own uniform or wear pinnies.
- In case of similar colored uniforms, the home team will wear an alternate color.

6. Duration of Play: Type of Play Game Length Halftime Adult 25min

- 5 mins halftime

7. Kickoff: On the whistle, ball may be played in any direction on the first touch. Shots on goal are valid.

8. Goalkeepers must also release within 6 seconds after gaining possession and returning to their feet. Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area.
9. Ball Out of Play: If the ball has wholly crossed the goal line or touch line whether on the ground or in the air, the restart is a corner kick or throw-in
10. Slide Tackling: Slide tackling the ball by field players is **NOT PERMITTED**.
 - If penalized, an indirect free kick will be awarded to the opposing team.
11. Injuries: Any player who is bleeding must leave the field.
12. Goalkeeper Release: Punts and drop kicks are **NOT PERMITTED**. The ball must be distributed by a throw, normal place kick or kick from a dribble.
 - If penalized, an indirect free kick will be awarded to the opposing team outside the penalty area
13. Goalkeeper: The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.
 - The goalkeeper is not limited in steps in his penalty area.
 - Goalkeepers must also release within 6 seconds after gaining possession and returning to their feet.
 - Redistribution: Punts and drop kicks are not permitted. The ball must be distributed by a throw, normal place kick, or kick from a dribble. If penalized, an indirect free kick will be awarded to the opposing team outside the penalty area.
14. Direct and Indirect Free Kicks: Opposing players must give 9 yards on all kicks and corner kicks or may be cautioned. Kickers may not play these kicks a second time until the ball is touched by another player.
15. Misconduct Rules:
 - YELLOW: A warning caution, 2-minute penalty for this offense.
 - 2nd YELLOW: results in red card, ejected for the rest of the game. No replacement.
 - Direct RED: Ejection without replacement for the duration of match.

- i. The offender must leave the playing area (which includes the player's bench) and sit out the team's next match.
 - ii. -1 point from standings
- Coaches can be issued cards and their team will play short one player for the required time.
- Goalkeepers must serve their own penalties.
- There is a **"Zero Tolerance Policy"** towards fighting. Any player engaged in fighting will be suspended for the remainder of the tournament without refund.

16. Tournament Standings placements:

- Most general standing points
- Goal differential

17. Tournament knock-out phase

- 4 teams will advance to semis

18. Point System:

- Win = 5 points
- Tie = 3 points
- Loss = 0 points
- 2 bonus points for shut-out
- -1 point for red card