
TSA 7U Fall Soccer Rules

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Revision History

Name	Date	Reason for Changes	Ver./Rev.
Initial Release	9/11/17		A

1. Overview

Game play is governed by the Federation Internationale de Football Association (FIFA) Laws of the Game, as modified by Timbergrove Sports Association (TSA). The Laws of the Game, as modified, are as follows:

2. Field of Play

2.1. Dimensions

The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Typical dimensions may be included here

Note: For fall 2017 the 7U pitch was 150' long and 100' wide.

2.2. Field Markings

Distinctive lines not more than (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line.

Goal Area: will be defined by dots or a box (used for goal kicks only)

Penalty Area: 30' from the base line and 50' wide, centered with the goal.

Flag Posts: Conform to FIFA Laws of the Game

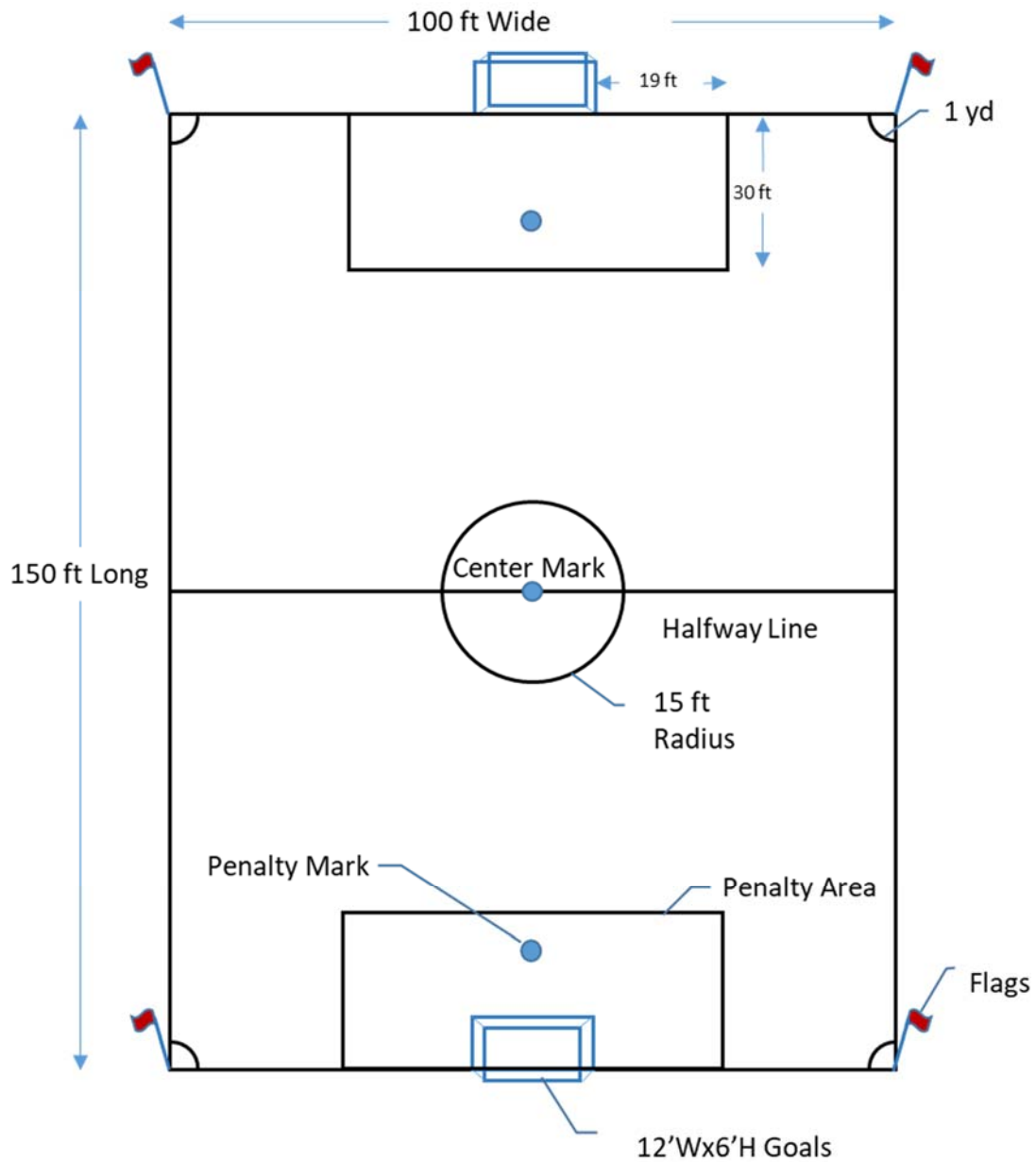
Corner Arc: Conform to FIFA Laws of the Game

2.3. Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The goals will be 6 x 12'.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Figure 1: Field Dimensions



3. The Ball

Teams in this division will use a Size 3 ball.

4. The Number of Players

A team roster consists of 9 to 10 players. A match is played by two teams, each consisting of 7 players in the field of play, one of whom is the goalkeeper.

Substitutions are unlimited and may be made at any stoppage of play with authorization from referee.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. No player shall exceed 75% playing time unless all other players exceed 60%. It is the coach's responsibility to enforce this rule.

5. Forfeiture for too Few Players

The minimum number of players required to play an official game is 6. Below this number the game is a forfeit in favor of the team with the requisite number of players. If the match becomes out of hand the team short players may request players from the opposing team to switch sides (provided they have subs). However, the game score is considered final at that point. The point of this provision is to provide our players with as much quality playing time as possible.

Any team not on the field and ready to play at the scheduled game time may be assessed a one goal penalty at the discretion of the referee.

The team that is short players may only request that the opposing team play short players on the field to make the number of players even if all of the players on the larger squad are able to reach a minimum of 50% playing time for **all** players. Additionally, the game will be a forfeit with a 3-0 victory being awarded to the team sitting its players. It is not the responsibility of the opposing team to bear the burden for a team that is not able to field a squad.

6. The Players' Equipment

Conform to FIFA Laws of the Game. Non-uniform clothing is allowed based on weather conditions, but uniforms must distinguish teams. Shin guards are MANDATORY for both practices and games, and must be covered entirely by socks. If needed, teams can be distinguished by scrimmage vests.

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry; with the exception of a medical alert bracelet).

7. The Referee

Registered referee with a minimum U.S. Soccer certification of Grade 9 or parent/coach or assistant coach.

8. Other Match Officials

Use of an assistant referee is optional. If club volunteers are used as linesmen they are permitted to call out of play only.

9. The Duration of the Match

The match shall be divided into two 20-minute halves with a 5-minute halftime break. Coaches may also agree on a 1-2 minute water break during the halves. No added time will be added to the end of either half.

10. The Start and Restart of Play

Conform to FIFA Laws of the Game, with the exception that the opposing team is be at least eight (8) yards from the ball until it is in play.

11. The Ball In and Out of Play

Conform to FIFA Laws of the Game.

12. The Method of Scoring

Conform to FIFA Laws of the Game. Official score is to be kept and then reported to the Division Director by both Head Coaches. If a team is winning by five goals the team ahead is encouraged to practice passing skills and refrain from racking up more goals.

13. Offside

Offside will be enforced and a free kick awarded the opposing team at the spot where the infringement occurred. There is no offside if a player receives the ball directly from a throw-in, goal kick, or corner kick.

14. Fouls and Misconduct

If a player commits a foul (intentionally touching ball with hands, pushing, hitting, tripping, etc.), a free kick shall be awarded the opposing team at the spot of the foul. Referee may issue caution (yellow card) or send off (red card). All free kicks are direct kicks.

15. Heading

Deliberate headers are not allowed in games or practice for 7U.

16. Slide Tackling

Slide tackling is not allowed at any time. The first offense results in a warning for both teams. Any subsequent offense results in a yellow card. A second offense by the same player results in a red card and ejection.

17. Free Kicks

Conform to the FIFA Laws of the Game, with the exception that the opponents are to be at least eight (8) yards away from the ball until it is kicked.

18. The Penalty Kick

Conform to the FIFA Laws of the Game, with the exception that the opponents are to be at least eight (8) yards away from the ball until it is kicked.

19. The Throw-In

Conform to the FIFA Laws of the Game. A throw-in may not go directly into the goal.

20. The Goal Kick

The ball may be played from any spot within the goal box.

21. The Corner Kick

Conform to the FIFA Laws of the Game with the exception that the opposing players are to be at least eight (8) yards away from the ball until it is played.

22. Standings and Point System

The winning team will be awarded 3 points, a tie will award one point to each team and there will be zero points awarded to the losing team.

23. Fair-Play

Coaches and players shall exhibit behaviors consistent with FIFA's Fair-Play at all times.

24. Concussion Initiative

If a player is suspected of having a head injury, the player may not return to that game. As with any injury, TSA recommends that the player seek medical attention as soon as possible.