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**7v7 Soccer League Rules**

***FIFA Laws of the Game will be used except for the following modifications:***

1. **7v7 games**

- 6 field players and 1 goalkeeper

- 66’ x 40’ field

- 18.5’x6.5 goal size

- Two 23 minute halves with a running clock and 3 minute half time. The referee may stop the clock at his/her discretion for an extended delay.

2.  **Rosters**

- Size limits: Maximum – 15

- Only players listed on the Team Roster are allowed to play on your team.

- Players must submit proof of age upon request to BJES

3. **Uniforms/Equipment**

- Team should have a light and dark colored jersey. The home team will change if both teams are wearing the same color

- Footwear may be rubber soccer cleats (no front middle cleat) or running type athletic shoes.

- Shin guards are mandatory.

4. **Substitutions**

- Substitutions can me made by the team with possession under the following circumstances:

\* Throw in, corner kick.

- Substitutions can me made by either team under the following circumstances:

\* Goal kick, after a goal has been scored, injury.

5. **Cautions and Ejections**

- A red card will result in a one game suspension. A red card for fighting will result in a season-long suspension.

6. **Other Rules:**

- 1 referee per game.

- Offside will be called when obvious. Close calls may be missed.

- No punting or drop kicks. Results in an indirect free kick for opposing team outside of the penalty area. 2nd offense will be a caution for the goalkeeper.

- If the ball hits any part of the ceiling or lights, an indirect free kick will be given to the opposing team directly underneath the spot on the ceiling/lights where the ball struck.

- Teams must have at least five (5) players present to start the game. If there do not have 5 players present they must forfeit.

- A forfeit is recorded as a 3-0 game.

- Only players and coaches are allowed in the bench area.

7. **League Standings**

The following points system will be utilized for division standings:

Three (3) points for a Win One (1) point for a Draw Zero (0) points for a Loss

If teams are tied on points, standings will be determined by the following tie-breakers:

1) Head to head record

2) Goal differential

3) Total goals scored

4) Least goal conceded

5) Coin toss

8.  **Behavior:**

**-** Please remember that we are here for league participants to have fun and learn lessons in teamwork and fair play. Any coach, player or spectator using abusive language toward a referee, another coach, spectator or player will be warned once. The second time, the coach, player or spectator will be escorted from the gym/field and not allowed to play in, coach or attend the next game. A third offense will be treated case by case by the sports director and may include a one season or one year ban from all BJES.