

SASA 7-a-side League Rules:

Team Managers are responsible for ensuring that all team members know and understand the league rules. Please let me know if you have any questions

Rules for the 7-a-side that the players should be aware of:

1. **Point system:** 3 Points for a win, 1 Point for a tie, 0 Points for a loss.
2. **Tie Breakers:** 1st: Head to Head 2nd: Goal Differential 3rd: Goals Against 4th: Goals Scored
3. **8 goal differential MAX** - Refs will keep score for the entire game, then if score is more than 8 differential it will be recorded up to 8 differential (ex. scores ends up 13-3, score should be recorded as 11-3 on game report.) The team that is losing by 8 goals will have the option to end the game after the first half of play (25 minutes) otherwise play will continue.
4. **No throws or punts/drop-punts from goalkeeper or goal kicks over half way line without hitting ground or a player first** - . In-direct kick to be awarded at the halfway line. Exception: Goalkeeper may put the ball on the ground after obtaining possession of the ball and then kick the ball over the halfway line without it touching a player or the ground. Ball will be considered live if the goalkeeper does this.
5. **Shinguards ARE REQUIRED. NO SHINGUARDS, NO PLAY.**
6. **Players must check in with ref before start of play.** All players must be verified against roster. Rosters will be provided to refs prior to start of games. Any red card suspensions or fine violations will be noted on the rosters. These players will not be allowed to play until cleared by the tournament director. Refs are to ensure they accurately record all card violations especially Red and/or Dissent cards.
7. **50 minute games with a switch of sides after 25 minutes of play.** Refs will have the option to have a two minute rest period at the half if the ref needs it otherwise teams will switch sides at this point and continue play with a kickoff.
8. **Kick-offs, throw-ins/kick-ins, and all free-kicks will be in-direct.** Kick-in or throw-in may be taken from the side lines. All Corner kicks and PK's will be direct.
9. **Scoring can only occur on the team's offensive half of the field.** If ball is kicked from the team's defensive half it must be touched or deflected by another player on the offensive half of the field or an opposing player on the offensive half of the field for goal to count.
10. **Subs can occur at any stoppage of play regardless of possession**
11. **Yellow cards** - player must sub off until next stoppage of play(only exception are goalkeepers). Dissent cards are \$10 fine which must be paid before next game.
2nd Yellow card in same game - player is shown red and suspended for rest of the game and next game plus \$25 red card fine paid to the league.
Straight Red Cards - player suspended from current game and, at minimum, next game as well as the \$25 min fee. Any players that are shown red cards may be asked to leave the complex if the ref deems that the player needs to be removed. If player does not leave complex then the team with the red card violation will be subject to fines and/or forfeiture of games. **Fees for cards: Dissent Yellow - \$10; Red Card - \$25 and one game suspension min.; Fighting – \$50 and 2 game suspension minimum/subject to removal from the league.**
12. **No Offside.**

All other rules not mentioned above will conform to the FIFA Laws of the Game.