



HCC

7v7 tournament rules

All games shall be played under the 2013 FIFA soccer rules with the following exceptions:

Field:

The playing field is of rectangular shape with a maximum length of 65 yards and a minimum of 48 yards. The width cannot exceed 48 yards and must be a minimum of 27 yards. The length of the playing field must always exceed the width.

Lines marking the field must be visible and not exceed 6 inches in width. Four flags each with a minimum height of 4 feet shall be paced at the corners of the playing field. A center line running the width of the field will divide the playing field in halves. The center of the playing field must be clearly identified and a circle 7 yards in diameter marked around it.

The penalty area at each end of the field must include two lines perpendicular to the goal line and marked at 12 yards from each goal post. These perpendicular lines will extend 12 yards into the playing field and be joined by a line parallel to the goal line. The penalty spot will be 9 yards away from the center of the goal line.

The goalie's box at each end of the field must include two lines perpendicular to the goal line and marked at 4 yards from each goal post. These perpendicular lines will extend 4 yards into the playing field and be joined by a line parallel to the goal line.

In each corner of the field, a 1 yard radius arc shall be marked inside the playing area.

On the center of each goal line a goal must be placed consisting of two upright posts equidistant from the corner flags and 18 feet (inside measurement), joined by a horizontal crossbar, the lower edge part being at 2 yards from the ground.

Local tournament rules:

1. Players must be 50 years of age within the year of the tournament except the goalkeeper who may be 45 within the year of the tournament.
2. Rosters must include a minimum of 10 players and a maximum of 12.
3. All teams have until 48 hours prior to the beginning of the tournament to do any changes to their respective rosters. All rosters will be frozen after that..
4. Rule interpretation protests must be done at the time of the infraction. Eligibility protests must be done in writing and turned in within 2 hours to the tournament directors.
5. A team must start with 5 eligible players to have a legal game. Dropping to 4 players or less constitutes a forfeit, regardless of a red card or an injury.
6. Teams that are listed second (in game schedule) are home teams and change uniforms if conflict arises.
7. The game will start on time and will consist of two twenty-two and a half minute halves with a rest period of no more than 4 minutes.
8. Shin guards that cover entire leg area are mandatory. No mini-shin guards will be allowed.



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9. There are no off-sides.
10. There are no slide tackles.
11. All free kicks are direct and there are Penalties.
12. Substitutions: unlimited but at dead ball plays only. The referee must be notified of all substitutions.
13. A goal may be scored directly from a kick off.
14. The 6 seconds rule applies to the goalkeepers when in possession of the ball.
15. **Yellow cards:** there will be accumulation of yellow cards (2 yellow cards during subsequent or non-subsequent games will be penalized with a one game suspension during the tournament).

Red cards: a red card carries a minimum of one game suspension, even if it happens in the playoffs.

16. Points to determine standings;

Win	6
Tie	3
Loss	0
Shutout	1
Goals scored	1 Max 3 per game

17. Tiebreakers in Bracket standings

1. Total points
2. Goal difference
3. Goals For
4. Goals Against
5. Head To Head

If still no winner than a coin toss will be decided with the more senior captain having the call.

18. For playoffs and finals when a winner is necessary the following rules must be observed:
 - A. Two overtime periods of 5 minutes each.
 - B. If the tie persists then 5 penalties per side will be assessed.
 - C. If the tie persists then 1 alternating penalty per side.
19. Referees will turn in the result card to the tournament tent as soon as possible after the game has ended. The result card will include goals, goals scored, yellow cards and red cards.
20. In the event of rain or inclement weather, the games affected will be moved indoors and each game will last no more than 25 minutes with the home team having kick off.