



Joplin Parks and Recreation 7 on 7

Team Roster and Roster Additions:

- ❖ Each team must turn in the roster / waiver sheet prior to the start of their first game. Additionally, a waiver must be signed by each player on the first day of the games and for any added players.
- ❖ Teams have a total of their first 3 games to make any additions to roster. Must participate in 1 game in the first 3 game period to be eligible for playoffs. If a team does not have enough players, it is a straight forfeit.
- ❖ There is no maximum roster size. Players can only be on one team per season.
- ❖ **All players participating in a game must be 18 years of age or older.**
- ❖ **Captain is responsible for the conduct of the team members.**

Game Overview:

- ❖ Each team shall designate a captain to act as team spokesperson and make decisions.
- ❖ Only the captain may talk to officials.
- ❖ Team representatives including players, spectators, team managers, coaches, and group members are subject to the rules.
- ❖ **FIGHT WILL NOT BE TOLERATED. Players involved will be suspended from further play during the regular season and tournament. Any player ejected from a game due to unsportsmanlike conduct will be ineligible to participate in any of the remaining games and or future seasons.**
 - **NO SLIDE TACKLING – RESULTS IN YELLOW**

Start of Play:

- ❖ In the pre-game meeting the officials will administer a coin-toss. The winner of the coin toss will have the option of kicking off in the first or second half.
- ❖ A kickoff is a direct restart.
- ❖ Teams must be ready to start the game at the scheduled game time. Officials will start the game clock at the scheduled game time. One goal will be awarded every ten minutes to the team that is ready to start the game. A forfeit will be issued if a team is not ready after 30 minutes of the start of the game clock. The score will be recorded as 3 – 0 win/loss.

Players:

- ❖ All players participating in a game must have signed the team's roster/waiver sheet. **The manager/captain is responsible for ensuring the roster is complete and accurate** (*ie: all team members who participate in that game are listed on the roster.*)
- ❖ The number of players used in a game will be seven (7), one of which must be a uniformed goalie.
- ❖ Five (5) players minimum are required to start and finish the game.
- ❖ Substitutions may be made "on the fly." Must occur at the halfway line and must not interfere with play.

**Required of All Players:**

- ❖ Players must have jerseys of a like color and style.
- ❖ **Color** conflict – visiting team is required to change team colors.
- ❖ Shin guards are strongly recommended
- ❖ No steel cleats or caps having a bill (baseball cap)
- ❖ No jewelry around the neck may be exposed at any time.

Timing of the Game:

- ❖ The Duration of the Game shall be two (2) halves (running clock) of 25 minutes.
- ❖ The half-time shall be five (5) minutes.
- ❖ Teams will switch ends after each half.
- ❖ Each team will have one (1) time out per half.

Tie Game:

- ❖ Ties in regular season games will not be resolved, and both teams will be credited with a tie.
- ❖ During the end of the season tournament, the following tie-breaker procedure for all playoff games:
 - Two 5 min. halves - overtime period will be played to break the tie. If tie remains after the 10 mins. period ends, then penalty kicks decide the final outcome. The best of five (5) penalty kicks. No Golden Goal.

Substitutions:

- ❖ The person seeking a substitute must be in the team's substitution area (midfield line) before a sub can enter the game.
- ❖ Players may not enter the game until players leaving the field reach their bench area. Infractions of the rule will result in an indirect kick for the opponent. It is emphasized that the goalkeeper must be off the field before the sub-keeper leaves their bench

Injury:

- ❖ Any player who is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.



Fouls:

❖ Fouls and Misconduct include the following:

- The goalie may not be charged or obstructed. **Penalty:** FK and Caution.
- A high kick is any kick above the waist of an opponent who is within playing distance. **Penalty:** Direct kick.

Restrictions on Goalkeepers:

- Once a goalkeeper has had hand possession, and then releases the ball into play, they may only handle the ball again if it touches an opponent, or it becomes dead. **NOTE:** For simplicity, dribbling the ball with the hands, throwing it in the air and catching it, or fumbling the ball and picking it up **will not** be violations of this rule.
- It is **legal** for a goalkeeper to throw a ball across the halfway line, but such a throw **cannot** score a goal against the opponent.
- The goalkeeper has five (5) seconds to release the ball from hand possession.
- It is **illegal** to pass a live ball to your own goalkeeper's hands (to the feet is **legal**).
- It is **illegal** to pass or throw any restart to your goalkeeper's hands.

Penalty: Free kick at the nearest spot of the violation outside the penalty area.

❖ Any player receiving a caution must be removed from the game, until the next legal substitution occurs

Free Kicks:

- ❖ Any free kick awarded a team in its own penalty area will be taken from the point of the infraction.
- ❖ If a free kick is awarded a team in its opponent's penalty area, the penalty will be taken from one of two spots:
 - If the free kick was awarded as a result of a penalty inside the arc area, the free kick shall be taken from the point of the infraction.
 - If the free kick was awarded as a result of a penalty inside the goal box, a penalty kick shall be 12 yds.
- ❖ There will be no drop balls in either penalty area.
- ❖ Players must be at least 10 feet from an opponent's free kick. All free kicks must be taken within 5 seconds of referee's signal. **Penalty:** Free Kick to opposition.

Kick-Ins:

- ❖ Kick-ins must be taken on the touchline at the point where the ball crossed the line.
- ❖ The kicker must have one foot on or behind the touchline when striking the ball.
- ❖ The ball may be played to the goalkeeper, but they may not play it with the hands, not play it again with the foot after that until it has touched an opponent.



Goal Kicks:

- ❖ Goal kicks will be taken from anywhere on or inside the line defining the goal area.
- ❖ Players have 5 seconds to put the ball in play. **Penalty:** Corner kick to opponent.

Offside:

- ❖ Offside will be officiated based on the FIFA "Laws of the Game."

Penalty Offenses:

- ❖ Slide tackles from behind are illegal. All other slide tackles are legal as long as contact is made with the ball first.
- ❖ Holding an opponent.
- ❖ Pushing an opponent.
- ❖ Tripping an opponent.
- ❖ Kicking or attempting to kick an opponent.
- ❖ Jumping at an opponent.
- ❖ Charging an opponent violently or dangerously. This will result in an automatic two (2) minute penalty where the violator must stand off on their side of the field and the team must play short a player on the field.
- ❖ Verbal abuse, unsportsmanlike and flagrant misconduct.

Prohibited Acts:

- ❖ **Good sportsmanship is a requirement of all participants. Players and coaches are to conduct themselves properly at all times. The Joplin Parks and Recreation reserves the right to suspend or disqualify individuals or groups for unsportsmanlike conduct. The team captain assumes full responsibility for the conduct of the team and spectators.**
- ❖ **FIGHT WILL NOT BE TOLERATED.** Players involved will be suspended from further play during the regular season and tournament.
- ❖ **Any player ejected from a game due to unsportsmanlike conduct will be ineligible to participate in any of the remaining games.**
- ❖ Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, honorable individual; it consists of act of deceit, disrespect or vulgarity and includes taunting.
- ❖ **Clearing the Bench.** In the event that a team clears the bench they are at the full discretion of the referee. Referees have control of the game and make calls to the best of their ability and teams should never clear their bench to argue a call or a card. They may be issued a card for leaving the bench to argue and if become violent, may be subject for suspension.
- ❖ **The officials will have absolute control of the game. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, or spectators can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the Parks and Rec staff. The Athletic Manager will have the power to make decisions on any matter or questions not specifically covered in the rules.**



YELLOW CARD POLICY:

1. A player receiving a yellow card may stay on the field after receiving a yellow card.
2. A player receiving two yellow cards in a single game will result in a red card. (see below)

RED CARD POLICY:

1. Players receiving a red card in a game will not be allowed to play the remainder of the game and the player's team will play a man down for the remainder of the game.
2. Players receiving a "soft" red card (two yellow cards in single match) will be allowed to play next game with referee's note of approval. Referee can note that player punishment should be enforced as a "hard" red.
3. **Players receiving a "hard" red card will miss the remainder of the game and will be automatically suspended from the next game in the season.**
4. **If the person is ejected in the last game of the season, said person shall be prohibited from playing/coaching in the first game after he/she registers for another season.**
5. The following are red card eligible offenses:
 - a. Foul and abusive language.
 - b. Persistent infraction of the rules after receiving a yellow card.
 - c. Violent conduct (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and in addition, will be suspended one additional game and subject to further disciplinary action as decided by the complex management.
 - d. Assaulting a referee, participant or spectator will be suspended indefinitely from all activities at the Joplin Athletic Complex.
 - e. An assault shall be defined as an attempt to commit a battery upon a person; and an act which is close to accomplishment shall be sufficient to constitute an assault upon a person. Local authorities will be notified.
 - f. Any player or coach who accumulates three cautions (yellow cards) during league matches per session will be suspended for one league game.
 - g. Should a coach of a team be unable to control a player's or spectator's actions after a red card is issued, the coach will also be suspended as outlined above.



- h. A player or coach accumulating three red cards over a one year period will face serious disciplinary action, possibly banning them from Joplin Athletic Complex Soccer Fields for life.
- i. Any team that clears the bench will automatically forfeit the game and score will be recorded as a 3-0 loss.
- j. Team Probation – Any incidents occurring for a two-month probationary period will be grounds for suspension from Joplin Athletic Complex Soccer Fields for 1 year.
- k. No refunds will be given to suspended players or teams.
- l. If for any reason an official/referee or employee of the Joplin Parks and Recreation asks that a person leave the facility, the person must leave the property or authorities will be notified.
- m. Fighting: “Zero Tolerance Policy” Anyone fighting will be ejected from said game and suspended for a minimum of two games and up to permanently. Anyone threatening or stalking another player, coach, staff, referee or spectator will also be ejected and reported to the local authorities.