

SSC Official Outdoor Turf Soccer – Coed 7's

OBJECTIVE	<ul style="list-style-type: none"> Soccer is a team sport in which the objective is to score more goals than your opponent on their goaltender.
GAME LENGTH & FOUL WEATHER GUIDELINES	<ul style="list-style-type: none"> Games are 90 minutes in length including a 5 minute stop for halftime (unless otherwise indicated in your schedule). Games start and end according to your online SSC schedule. If games start late, games must finish at the scheduled time (e.g. 6:15pm-7:30pm). Games are played rain or shine. If a game is stopped due to lightning, games played until half time will constitute a complete game. If one team shows up during foul weather to play and the other team is missing, or if one team leaves mid-game and there is an opportunity to continue play - it is an automatic win for the present team.
EQUIPMENT (MANDATORY)	<ul style="list-style-type: none"> Teams are required to bring one size 5 Soccer ball and 6 pylons to every game. A \$75 refundable deposit is required, payable through online registration, cash or cheque. SSC staff will have soccer nets set-up on the field for the start of your game. Captains are responsible for ensuring that nets are placed appropriately in the goal area. Teams should bring both light & dark coloured t-shirts to help distinguish opponents. All soccer equipment is provided for the All-Sorts-of-Sports League. Metal cleats are not allowed.
PLAYERS ON FIELD AND GENDER RATIO	<ul style="list-style-type: none"> Teams are comprised of 7 players on the field (6 players and 1 goalie). Teams must play with a minimum of 2 males and 2 females on the field at all times. A team can play with a minimum of 5 people, as long as the gender requirements are met. Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts.
GAME & FIELD SET-UP	<ul style="list-style-type: none"> Team captains should meet before the start of the game to set-up the field with the required pylons. Please check the online SSC schedule for a specific map of the facility and field orientation (when available). To view a diagram of a soccer field set-up, click on the pdf document in the rules section. The field set-up includes: <ul style="list-style-type: none"> Total field length (60 paces) Total field width (35 paces) A pace is approximately 3 heel-to-toe steps. The game begins with one team initiating play by making a pass back from centre field. Teams should switch sides at half time. Teams are responsible for keeping score & time.
GENERAL GAME RULES	<p>In general, standard soccer rules apply to all SSC games. Notable exceptions are listed below:</p> <ul style="list-style-type: none"> To score a goal, the entire ball must pass over the goal line and into the net. If a discrepancy arises as to whether the ball was in or not, the person deemed to have the "best perspective" will ultimately make the call. Please remember that you are playing in a self-officiated, co-ed, social league, so any disputes should be kept to a minimum. There are no off-sides. However, a strategy of consistently "cherry-picking" is considered to be unsportsmanlike. Player substitutions can be made at any time (i.e. changing on the fly is allowed). However, please ensure that the player coming off has completely left the field before the new player joins the action and the change does not disrupt the flow of the game. Keepers cannot change on the fly - please wait for a stoppage in play before substituting goalies. A handball infraction occurs when the ball hits a player's arm from the ELBOW down (as opposed to the shoulder). In addition players may use their arms to block the ball from hitting their groin area, and women can also use their arms to block the ball from hitting their chest. This rule will reduce the number of stoppages in play. Please don't abuse this rule. All free kicks and side kick-ins are indirect. To score off an indirect kick, the ball must be touched by another player (offense or defense, but not the keeper). This is a modification of the original rule to deter players from blasting the ball at the goal in an attempt to hit the ball off the goalie and into the net. If a ball is kicked out of bounds along the sidelines, an indirect kick-in is awarded to the opposite team. There will be no throw-ins at any time. The ball should be placed on the sideline where it left the field. The player must have both feet on or outside the sideline. If a kick-in attempt results with the ball never entering the field, the play is retaken.

	<ul style="list-style-type: none"> • If a ball is kicked out of bounds along the goal line by the offence, an indirect goal kick is awarded to the defending team. • If a ball is kicked out of bounds along the goal line by the defense, a corner kick is awarded to the attacking team. A corner kick is not a 'free kick', therefore a goal can be scored directly from a corner-kick. • Defensive players cannot be within 8 feet of the ball when any indirect kick, corner-kick, or goal kick is being taken. • Slide tackling is not allowed. No players (with the exception of the goalie) can slide to block a shot or pass at any time. • Teams may call a one (1) minute time-out if needed, except in the final 10 minutes of play. • A game can end in a tie during the regular season (ties are not allowed in playoffs, see below).
GOAL CREASE & GOALKEEPER	<ul style="list-style-type: none"> • The goal crease is approximately a 10 foot semi-circle around the net. Due to the format of the field, there will not likely be a lined goal crease – teams should use their best judgment. • Goalies can: <ul style="list-style-type: none"> ○ Use their hands when they are within the "goal crease". ○ Roam as far from their goal as they wish. • Goalies cannot: <ul style="list-style-type: none"> ○ Use their hands outside of the crease. If this occurs, a penalty kick is awarded to the opposing team. ○ When inside the goal crease, pick up a ball with his/her hands if the ball has been played back on purpose to the keeper by a player on his/her team. This includes all forms of passing and kick-ins. The only exception is if the player directs the ball back to the keeper with their head - in this case the keeper can pick the ball up with his/her hands. A violation of this rule results in an indirect free kick for the other team at the spot where the keeper inappropriately used their hands.
VIOLATIONS & MAKING CALLS	<ul style="list-style-type: none"> • The offending player should call their own infractions, however any players involved with the infraction can also make a call. When a foul is called, play must stop as there is no "advantage" in SSC soccer. • Players not on the field at the time of any incident cannot make a call at any time.
PLAYOFFS	<ul style="list-style-type: none"> • Playoff games should only be 85 minutes in length in anticipation of needing the extra time to settle a tie. • In the playoffs, a game that is tied at the end of regulation time is decided by best of 3 penalty kicks. <ul style="list-style-type: none"> ○ Three players from each team will take one shot each at the distance of ten paces. ○ Only the players on the field at the end of the game can participate + the goalie that finished the game. The order of shooters must be maintained. ○ After three shots, if it is a tied result, teams continue taking single shots until one team has scored (and the other team does not). • Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. • The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.

Remember... Always have fun!