

T AFC Coed 7v7 Rules

30-minute halves, running time, 5-minute halftime (game clock will start on time every game. Be ready to start playing)

Max 3 he/him players on playing field at one time, goal keeper is gender neutral

Minimum 5 players (Max 3 he/him players not counting the keeper) on a team including the keeper to start play. Players from other T AFC teams can be guest players on other T AFC 7v7 teams that need players on a game by game basis.

OASA card is required (no exceptions, no photocopies, no card = no play)

No offside rule

Subbing allowed on dead ball & only after acknowledgment from the referee

Corner kicks

Side throw ins

Two goals maximum per player per team.

Teams must have home and alternate white or light-colored jerseys. If there is a color conflict, the home team must change. (The home team is listed on the schedule for each game)

Shin guards are required

Each team must present Game Roster to the referee prior to each game. This roster should be typed listing the name, OASA card number and expiration date for each player. Hand write guest players along with the OASA card number on your roster. Outside players must follow all league rules and model behavior that reflects the ethos of this recreational league or they will be asked to leave.

All team members playing in the 4:00pm games are responsible for helping to set up the field prior to game time. All team members of the league playing in the 6:40pm games are responsible with helping to take down the fields after the last games.

Referee's decisions are final

Be kind to the referees

this stuff:

No alcohol, drugs or smoking allowed at Eastside Timbers Soccer Complex

No dogs allowed at Eastside Timbers Soccer Complex.

Do not leave garbage and water bottles on the field. Please take away everything you bring to the Eastside Timbers Soccer Complex. Garbage goes out.

No slide tackling including goal keepers. Violation of this rule is considered dangerous play and will result in an indirect free kick. First offense will result in a verbal warning to the player. The second offense will result in a caution (yellow card) for unsporting behavior, to the offending player. A third slide tackle, and all subsequent slide tackles, will result in the sending off (red card) of the player for serious foul play. Please note: this does not mean the referee cannot penalize the first or second slide tackle of the game with a harsher penalty.

No Aggressive language or behavior directed at teammates, opposing players or referees. First offense of the season will result in a warning to the player and league administrators. Secondary offense, you will be asked to leave the league and not return.

No racist, homophobic, ethnic or sexist slurs will be tolerated. The Referee will enforce this rule with a red card ejection for unsporting conduct and the offending player will be banned from ANY future league play. □

Red Cards: immediate ejection from the game, the next league game and all OASA sanctioned games during that period – at a minimum. The OASA Judicial Commissioner will review all red cards and may determine that a longer suspension, fines, forfeiture or other penalties are appropriate. If the Judicial Commissioner determines a penalty greater than the minimum, the player may request a hearing. All red cards are reported along with the referee report to the OASA office. In addition to any penalties from the league, the OASA imposes a \$30 handling fee for the cost of the card.

Stuff:

Referees are required to be registered with the United States Soccer Federation for the year in which the games take place.

Referees are required to file a game report with OASA within 48 hours of the completion of each game. Failure to do so may result in forfeiture of referee game fees and/or fines.

Any situation which is not covered by the league rules, OASA rules of competition or FIFA Laws of the Game will be resolved by the OASA.

Point system to determine division placement (No championship games will be played)

- Win = 3 points
- Draw = 1 point
- Loss = 0 points

Tie Breaker (s)

Head to head

Goal Differential

Goals For