

FASA 7v7 2022

Adult Tournament Rules of Play

All players must be registered through their respective state organization and registered in the Stack Sports System to their respective team. International teams must obtain permission to participate in the FASA 7v7 through their respective national association. There will be no exceptions to this rule.

NO PASS, NO PLAY, NO EXCEPTIONS

1. LAWS OF THE GAME:

All games will be played in accordance with FIFA Laws of the Game, except where noted below. The following items will further interpret these rules for purposes of this tournament and/or will provide the administrative framework for the operation of the tournament.

- a. No slide tackling.
- b. Goalkeeper may **NOT** punt or drop kick the ball. May kick ball from the ground and may throw the ball. Otherwise there are no limits on distance of a played ball.
- c. Keeper must release the ball within referee's 6-second count, or result is indirect kick for opposing team at top of 10-yard box.
- d. Players must be 5 yards from spot of a free kick anywhere on field, and outside of 10-yard box on a PK.
- e. **No Offside** calls.
- f. Kick-ins will be used for placing the ball inbounds from the touchlines, and no goal can be scored directly from such kick.
- g. Goal kicks must be taken within 3-yard in bounds area of goal mouth.
- h. Goal may NOT be scored directly from kickoff. Kickoff touch may be played forward or backward.
- i. Field size will be 70 yards in length and 55 yards in width.

2. TEAM ELIGIBILITY:

Participation in the FASA 7v7 is open to amateur teams consisting of up to 14 players of proper eligibility (18+). All 14 players will be allowed to participate during each game. If any team withdraws after being accepted, that team's registration fee will not be refunded.

The team registration fee of \$650 covers registration for ten (10) players. Teams may register an additional four players for the tournament for \$50 per player. The fee for the additional player(s) will be payable at player registration in Stack Sports.

3. PLAYER ELIGIBILITY:

- A. All players must be properly registered through USASA as adult amateur team players. (Players on international teams must have permission from their national association to participate and be at least 18 years of age) In age group divisions all players must turn the appropriate age during the 2022 calendar year (Jan-Dec 2022) (Example: O40 division all players must turn at least 40 at some time in 2022).
- B. Players must provide proof of age using a government issued photo ID with birth date presented to the referee, along with his/her player's pass for EVERY GAME requiring age limitation. Failure to present acceptable proof of age ID will result in the player not participating in that game regardless of whether he has participated in previous games.

- C. Players may participate in more than one division. Players may NOT participate for more than one team in a single division. Games will NOT be scheduled to accommodate players on more than one team.
- D. Coed teams may have a maximum of 3 men (excluding the goalkeeper) on the field at any given time.
- E. **Acceptable player identification will include a valid player registration in Tournament Program.** Any player who is unable to present acceptable identification when asked by a Tournament Official will be declared **INELIGIBLE** (see below).

Failure to meet any of these requirements will render a player ineligible to participate in the tournament. **Any team using an ineligible player will FORFEIT all matches. If you have any questions, ask a tournament official before it is too late.**

4. **PLAYER EQUIPMENT:**

All players and teams participating must meet the following requirements:

- A. SHIN GUARDS must be worn
 - B. NO JEWELRY will be allowed
 - C. Where jersey colors are similar, the home team, as designated on the schedule, must change their jersey.
 - D. All socks must be pulled up over the shin guards and jersey is tucked in at the start of the match and beginning of half time and overtime periods.
 - E. No duplicate jersey numbers will be permitted either on the sidelines or on the field of play. All jerseys must have a number on them (at least 6" tall).
5. **TEAM FIELD POSITION: (THIS RULE WILL BE STRICTLY ENFORCED TEAMS NOT ABIDING BY THIS RULE CAN BE DISQUALIFIED)**

Both teams must sit on the same side of the field. All spectators must take a position on the opposite side of the field. Failure to provide an official room to see the touchline may lead to a caution given to the coach. Each team is limited to **three (3) adult bench personnel (i.e. coach, assistant coach, and trainer) with bench passes** in addition to the maximum 14 registered players listed on the roster for that game. **Prior** to the start of each game, a team representative must submit a FASA 7v7 tournament lineup form with all 14 eligible players, which lists the player's name, player pass and jersey number to the referee. The three bench personnel's names must be on this sheet. **Players that are not on the game roster must remain on the spectator side of the field and may not be in uniform. Absolutely no children are allowed on the team side of the field.**

6. **PLAYER, COACH, BENCH PERSONNEL AND/OR SPECTATOR BEHAVIOR:**

All players, coaches, bench personnel and spectators will conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been instructed to run the games according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, BENCH PERSONNEL, AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Players are encouraged to play all games with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY WITH THE INTENT TO INJURE WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT FROM SUCH ACTIONS.** The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

Players **dismissed** from a game for double yellow cards and non-violent red cards will sit out until AFTER the team for which they received the card has played the team's next game (as a result if a player is on more than one team roster that player may have to sit out multiple games). It is the responsibility of each team to ensure a player does not participate if serving a suspension from another game. If a player participates in a game while serving a suspension from another game the game(s) he participated in while suspended will be a forfeit.

Coaches, bench personnel or spectators **dismissed** from a game are banned from further tournament participation. Dismissed coaches, bench personnel or spectators within "sight" or "sound" of his/her team(s) game(s) may be grounds for his/her team(s) being disqualified from the tournament. Players **dismissed for violent conduct or foul/abusive language or behavior toward game officials** may be banned from further tournament participation. The tournament director will determine the suspension in such cases. Teams are responsible for adhering to this rule. Any team playing a dismissed player outside of this rule will be disqualified from the tournament and all games played by the team will be ruled to have been a forfeit.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF A TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES, BENCH PERSONNEL AND/OR SPECTATORS CREATES AN ATMOSPHERE IN WHICH A GAME OR GAMES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS AND THE RULES OF GOOD SPORTSMANSHIP AND GOOD CONDUCT.

7. **DURATION OF PLAY**

All Divisions 25-minute halves - 5-minute half time
Overtime (Golden Goal) 5-minute halves – 1 minute half time

There will be no overtime in round robin play – games may end in a tie.

In semi-final and/or final games, if a clear winner is not decided after regulation time, overtime will be played. If a clear winner is not decided after the overtime period, kicks from the penalty mark are to be taken in accordance with FIFA.

8. **BALL SIZE**

All Divisions Size 5
Each team will provide one game ball for each game they participate in.

9. **SUBSTITUTIONS:**

There will be unlimited substitutions with permission of the referee in any dead ball situation.

All substitutes must enter the playing field from the half-way line and should not enter the playing field until the player they are replacing has reached the touch line.

10. **INCLEMENT WEATHER:**

With the exception of harsh weather conditions, players and coaches must be on the field at the scheduled time, ready to play. The master schedule will be on the official tournament website link. All paper copies of the schedule are only tentative schedules. **It is the manager's/coach's responsibility to check the master online schedule for any changes online.** Forfeits will be awarded if play has not started within 15 minutes of schedule; a minimum of five (5) players must be prepared to play before a team will be allowed to start a match. The Tournament Director may reduce the length due to weather conditions before the start of a game; all such

games will be considered official. The Tournament Director may also reschedule (time and location) a game before it begins. Only referees, the tournament director or the FASA board member on duty can suspend a game already started due to weather conditions. Any one single suspension of a game may last no longer than 35 minutes.

Game starts may be delayed due to weather conditions as decided by the Tournament Director.

Round robin games

In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct), BEFORE half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct) AFTER half time, the score will be recorded, as it was when the game was stopped and declared official unless the game was terminated due to team misconduct.

Play-off games

In the event a referee terminates a game (different from temporarily suspending and with the exception of termination due to team misconduct) the score will be recorded as it was when the game was stopped. In the event, a game, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

In the event, a referee terminates a final game (different from temporarily suspending and with the exception of termination due to team misconduct) while the teams are tied, co-champions will be declared. Both teams are to receive Championship trophies.

Termination due to misconduct

If a game is terminated due to misconduct the tournament director will determine the outcome of the game and whether the offending team(s) may continue in the tournament.

11. **PROTESTS: NO PROTESTS** will be entertained.

12. **SCORE REPORTING:**

A field Marshall or tournament official will be available to answer any questions **not** pertaining to game situations. At the conclusion of each game, the referee will record the game score. The referee will complete the game report and will turn the report over to the tournament director for posting.

For the sake of scoring, forfeits are recorded as a 3-0 victory. While a forfeit does not automatically disqualify a team from the tournament, it is not within the spirit of the game. Necessary actions will be taken by the Tournament Director to preserve the integrity of this and future tournaments.

13. **DETERMINATION OF GROUP WINNERS**

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win 1 point for a Tie 0 points for a Loss.

Teams are ranked on the total number of points earned. In the case of ranking ties, the following criteria, in order, will be used to break the tie:

- 1.* Head-to-head points.
- 2.* Head-to-head most goals scored (maximum of 3 per game)
- 3.* Head-to-head fewest goals allowed (maximum of 3 per game).
- 4.* Head-to-head goal differential (maximum of 3 per game).
- 5.* Head-to-head most games scoring a goal.
6. Overall most goals scored (maximum of 3 per game)
7. Overall fewest goals allowed (maximum of 3 per game).
8. Overall goal differential (maximum of 3 per game).
9. Overall most games scoring a goal.
10. Coin toss or random drawing (time and procedure to be determined by Tournament Director).

*Head-to-head tie-breakers will only apply if all teams in the division have each played every other team an equal number of games. In a two-way tie, where teams have only played each other once, steps 2 through 5 are not applicable.

At the completion of any step where one or more teams have been broken out of the tie (high, low or split into multiple ties), the tie-breaking process restarts at step 1, with only those teams remaining tied, and/or any new ties that may have resulted from the last step.

The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss.

14. **REFEREE FEES**

All referee fees are included in the team registration fee.

15. **MATTERS NOT PROVIDED FOR**

Any matters which arise that are not provided for in these rules will be decided by the Tournament Director.