



7v7 League - Modified Laws of the game

Version 3

19 August 2020

Version 2



Modified Law changes introduced below. All other rules follow the standard laws of the game rules.

Law 1. Equipment

- i. Goalkeeper are allowed to wear a hat with a soft brim

Law 3. Duration of game

- f. Added that there will no water breaks.

Law 8. Corner kicks

- d and e. Removed as they are now covered by law 17.

Law 9. Goals

- a iii. Added that goals can not be scored when the ball is played off the head of a player

Law 10. Free Kicks

- a. Law changed so that all free kicks outside the penalty area are indirect
- d. Updated for indirect free kick

Law 11. Heading the ball

- b. Added law to cover the situation when a defender heads the ball to prevent a goal

Law 12. Penalty kicks

- c. Added where the ball is to placed for a penalty kick

Law 14. Cautions

- d. Simplified law and included team officials

Law 15. Dismissals

- d. Simplified law and included team officials

Law 16. Offside

- a Added that there is no offside.

Law 17. Penalty area at a restart

- a. and b. Added restrictions within the penalty area on all restarts.

Law 18. Inclement weather

- a. Added rule for inclement weather.



FIFA Laws of the Game will be used with the following exceptions:

Law 1. Equipment

- a. Shin guards must be worn by all players, with socks covering the entire shin guard.
- b. Only flat soled indoor or turf boots, or multi studded outdoor boots may be worn by players participating in the NDSC 7v7 League.
- c. Screw-in studded boots are not permitted on the artificial turf field. Any players wearing this type of boot, will be instructed by the referee to leave the game.
- d. All outfield player shirts must have numbers on them. The goalkeeper's shirt must be of a different colour to all other players in the game
- e. The home team will provide a game ball to the referee prior to kick off.
- f. If two teams are wearing very similar coloured shirts, it is the responsibility of the away team to change to their alternative shirts.
- g. Any player who has a hard wrist or arm cast will not be permitted to play.
- h. Knee braces will be permitted provided they appear safe, stable, and meet the Referees approval.
- i. Players may not wear watches, jewelry. Goalkeepers may wear a soft brim hat but outfield players may not wear a hat.
- j. Players may choose to wear a face mask however they are not mandatory.

Law 2. Kick off

- a. Each team must be ready to play at least 5 minutes before kick off
- b. The home team will kick off. The away team will defend the goal closest to the parking lot in the 1st half

Law 3. Duration of game

- a. Games will consist of 2 x 25-minute halves.



- b. Time cannot be stopped for any reason, it is running time.
- c. The half-time break will be 2 minutes in duration.
- d. All teams must be ready to play at the scheduled kick-off time. If a team (or teams) is not ready to commence play at the scheduled kick-off time, or at the beginning of the second half, the Referee will start the time.
- e. Any team more than 5 minutes late will forfeit the game.
- f. There will be no water break in either half. However, players may leave the game for water at any time

Law 4. Number of players

- a. Each game will be 7 aside (6 outfield players and 1 goalkeeper).
- b. Teams are required to have a minimum of 5 players (including goalkeeper) on the field to start or continue the game.
- c. If a team has too many players on the field during play, then the referee can caution any player on the team.

Law 5. Substitutions

- a. Substitutions are unlimited and may take place at any time including "on the fly".
- b. A player being substituted must leave the field in the general area of their own team bench.
- c. Substitutes must enter the game in the general area of their own team bench.
- d. An illegal substitution will result in an indirect free kick to the opponents where the ball was last played.
- e. Repeated disregard of the substitution process could result in a caution to the offending player.

Law 6. Kick in's



- a. When the ball crosses the touchline, the game will restart with a kick in to the opponents of the team who last touched the ball when it was in play.
- b. The kick in will be taken from the location where the ball exited the field of play. The ball must be stationary and on the touchline.
- c. All opposing players must be a minimum of 5 metres from the ball at a kick in.
- d. Failure to give an opponent the proper distance at a kick in can result in a caution.
- e. A goalkeeper may not handle a ball that is passed to him deliberately by a team mate from a kick in.
- f. The player taking the kick in cannot touch the ball a second time before another player has played the ball. If he/she does so, an indirect free kick will be awarded to the opponents.

Law 7. Goal kicks

- a. When the attacking team plays the ball over the goal line and a goal is not scored then the game is restarted with a goal kick.
- b. Goal kicks are to be taken anywhere within the goal area.
- c. All attacking players must be outside the penalty area before a goal kick occurs.
- d. The ball is in play when it has been kicked and moves.
- e. If the goalkeeper or a defending player takes the goal kick before all attackers are obviously retreating outside of the penalty area, the ball is considered in play.
- f. If the goalkeeper or a defending player takes the goal kick, and any attacker(s) are obviously not retreating outside of the penalty area, and the ball is touched first by an attacking player, play will be stopped and the goal kick shall be retaken.
- g. The kicker cannot touch the ball a second time before another player has touched the ball. If he/she does so the attacking team is awarded an indirect free kick from the spot of the second touch.
- h. A goal can be scored directly from a goal kick but only against the opposing team.



Law 8. Corner Kicks

- a. When the defending team plays the ball over the goal line and a goal is not scored, then the game will restart with a corner kick.
- b. The player taking the corner kick cannot play the ball a second time before another player has touched the ball. If he/she does so an indirect free kick will be awarded to the opponents.
- c. All opposing players must be a minimum of 5 metres from the ball at a corner kick.

Law 9. Goals

- a. A goal may be scored from anywhere on the field of play with the following exceptions:
 - i) A goal cannot be scored directly from a kick off, indirect free kick, or kick-in.
 - ii) Goalkeepers cannot score by throwing the ball into their opponent's net.
 - iii) When the ball has been played by the head of any player

Law 10. Free kicks

- a. All free kicks outside the penalty area will be indirect free kicks.
- b. Opposing players must be a minimum of 5 metres from the ball for a free kick. Outstretched legs into the 5-metre area are considered encroachment and may result in a yellow card for the guilty player.
- c. Walls for Free Kicks – Defender and attacker deliberate contact is not permitted when creating a wall.
- d. Slide tackling is not permitted. An indirect free-kick will be awarded outside the penalty area and a penalty kick will be awarded to the opposing team when a slide tackle has occurred inside the penalty area. Sliding to save a ball from going out of play or in the goal, which does not constitute a "tackle" or endanger an opposing player in any way, is permitted.
- e. The drop ball requirement has been removed to reduce handling of the ball and has been converted to an indirect free kick. If the drop ball is inside the penalty area after hitting the Referee, the ball automatically goes to the Goalkeeper. The Referee leaves the ball on the ground, and the Goalkeeper picks it up



Law 11. Heading the ball

- a. Heading the ball is not permitted. After the first verbal warning, heading of ball will result in an indirect free kick for the opposing team.
- b. If a defender deliberately stops a goal being scored by heading the ball, he or she will be cautioned and a penalty kick will be awarded.

Law 12. Penalty kick

- a. A penalty kick will be awarded when a player commits an offence in his/her own penalty area that results in the award of a direct free kick.
- b. All players except the kicker and goalkeeper, must be behind the ball and outside the penalty area and the penalty arc before the penalty kick is taken.
- c. The ball is to be placed in the centre of the goal 8 metres from the goal line. The edge of the penalty area is 10 metres from the goal line

Law 13. Spitting

- a. There will be ZERO tolerance for spitting on or around the field of play.
- b. If spitting is seen by the referee, the following procedure will be followed: If aimed and directed towards an individual it is an automatic red card for the offending player.
- c. For all other types of spitting, if a player, substitute or team official is seen to be spitting on or around the field of play: The First incident will result in a verbal warning. The Second incident by that same person, a Yellow Card/Caution for Unsporting Behavior will be issued. If a Third incident by the same person will result in a second yellow card and therefore dismissal from the game. Coaches are responsible to ensure players are aware of the Spitting Zero Tolerance requirement, and the importance of following Covid-19 guidelines.

Law 14. Offside

- a. There is no offside in the 7 v 7 game



Law 15. Inclement weather

- a. The referee will terminate the game if it is unsafe to continue due to inclement weather.