



## Vaqueros LIGA 7

### RULES (Adult)

FIFA Laws of the Game will apply to all age groups with the below exceptions:

1. Field size, markings and goal size (6.5'x18.5') will be modified.
2. Adult leagues will play 7v7 (6 field players and 1 goalkeeper)
3. A minimum of 5 players (4 field players and 1 goalkeeper) are required to start a game.
4. Game balls (size 5) will be supplied by **Vaqueros LIGA 7**.
5. Home team is listed first on the schedule and will change in the event of a jersey color conflict.
6. Games will consist of 2x25 minute halves (running clock) with a 5 minute maximum half time break. The game clock will begin at the scheduled kick off time. After the game please exit the field promptly and dispose of all garbage.
7. The **BUILD OUT LINE** (diagram below) will be used to denote where offside offenses can be called. Players **CANNOT** be penalized for an offside offense between the halfway line and the **BUILD OUT LINE**. Players **CAN** be penalized for an offside offense between the **BUILD OUT LINE** and the goal line.
8. A "two line" pass is permitted (unlike indoor rules).
9. Goalkeepers may not punt or drop kick the ball or the opponent will be awarded an indirect free kick on the penalty area line (12 yard) nearest to the point of the infringement. Opposing team must be 8 yards from the ball on all restarts.
10. Games will have two (2) referees. Each team is responsible for paying one referee fee (\$20 each team) to the **FIELD MARSHAL** prior to the game. Failure to pay for the referee will result in a \$100 fee and must be paid prior to the next game. **CASH ONLY**.
11. If a red card is issued (straight red or 2 yellows), the offending player will serve an automatic ONE (1) game suspension and pay a \$50 fine. The league Commissioner will review the game report and may suspend the player for additional games. This also applies to coaches.
12. Each team must list all players on their **TeamSideline Roster**. All players must sign the online **Vaqueros LIGA 7 Waiver Form**. Players can be checked for possible roster verification with photo ID. Rosters are limited to 12 players and are **LOCKED** after the fourth game.
13. Players are not permitted to wear jewelry or baseball hats. Beanies (cold weather) are permitted.
14. All substitutions are made on the fly from the **TECHNICAL AREA** (diagram below) in front of each team's bench. Player exiting the field must do so in the technical area before the substitute can enter the field of play. Goalkeeper substitutions must be made at stoppages in play when your team is in possession.
15. Coaches/Managers may not leave their **TECHNICAL AREA** during the game unless a player is down injured. A **MAXIMUM** of two (2) COACHES (or 1 coach and 1 manager) are allowed on the bench.
16. A forfeit will occur if a team cannot field a total of 5 players (4+GK) after 10 minutes from the start of the game while the clock is running. The forfeiting team will be required to pay a \$100 fee prior to their next game.
17. A team is required to have like colored jerseys with permanent numbers. NO TAPE numbers permitted. Goalkeepers do not need a number and must wear a different color (or scrimmage vest).
18. **NO METAL STUDS**. Molded cleats or turf shoes ONLY. All players must wear shin guards.
19. COED teams must have a minimum of three (3) FEMALE players on the field at all times. A forfeit will occur if a COED team cannot field a total of 5 players (4+GK, 2 players must be FEMALE) after 10 minutes from the start of the game. The forfeiting team will be required to pay a \$100 fee prior to their next game. Teams can play one of the FEMALE players as a goalkeeper.
20. There will be NO underage players allowed in age specific leagues (Over 30 or Over 40). ALL players must meet the age requirements of the league by the first scheduled game. No player will be allowed to register on more than one team within the same league.



## Modified OFFSIDE and Player Substitutions

There is **NO OFFSIDE** between the half way line and the **BUILD OUT LINE**

All substitutions are made on the fly from the **TECHNICAL AREA** in front of each team's bench

