



Adult League Soccer Rules (7v7)

League Format:

- Teams must have a minimum of seven (7) rostered players
- The division must have a minimum of four (4) teams registered to run. Teams may be offered to play in a different division or season if this minimum is not met.

Rankings:

- Win = 3 points
- Draw = 1 point
- Loss = 0 points
- Tiebreakers for play-offs:
 1. Head-to-Head Result
 2. Goal Differential
 3. Win Percentage

COED Division Rules:

- At least one female player must always be on the field.
- Teams must have a minimum of two female players present to field a full team of (7) players.
- If only one female is present, the team must play with a maximum of (6) players.
- If no female player is available, the match will be recorded as a forfeit.

Game Rules:

- Game Length: Two 25-minute halves.
- Games will have **at least a** (2) minute half-time (may change depending on the time of game starting).
- Game times may be shortened at staff discretion due to facility scheduling delays.
- 7v7 format. A minimum of (6) players are required for game to begin. Teams must have a 7th player by halftime – if the 7th player has not arrived by halftime, the game will result in a forfeit.
- If any game is forfeited, teams may continue to play a friendly match.
- If a team gets below (5) players at any point, the game will not continue and will result in a forfeit.
- Players **must** have a Horizons Edge branded colored wristband to play in any league games. Any player who does not have a wristband will be asked to check in again.

- Anyone found playing in a game that is not on the current roster will result in a 3-0 forfeit for that team no matter the score.
- Guest playing is allowed a maximum of (2) times in a season. The guest player fee does not apply to \$90 player fee.
- The referee may add stoppage time for injuries or unusual delays, not to exceed 3 minutes per half.
- No Offside Offense.
- No Slide Tackling (Instant Yellow Card).
- No Punting by Goalkeeper, No Throws Past Half by Goalkeeper.
- Kick-ins on out of bounds plays.
- If the ball contacts the ceiling, possession changes and play resumes with a kick-in from the spot nearest where the ball made contact.
- All fouls committed in the attacking half result in a direct free kick. Fouls in the defending half result in an indirect free kick unless otherwise specified.
- If any foul occurs inside the penalty box, it is a penalty kick.
- Opponents must give 5 yards of space for any free kick.

FIFA Fouls and Misconduct/Free Kicks: Law 12 and 13:

Handling the Ball:

- The Upper boundary of the arm is in line with the bottom of the Armpit (Sleeve).
- Not every touch of a player's hand/arm with the ball is an offense.

It is a foul if a player:

- Touching the ball with their hand/arm when it has made their body unnaturally bigger.
- When the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation.
- Scores in the opponent's goal directly from their hand/arm.

A direct free kick is awarded if a player commits any of the following offenses against an opponent in a manner considered by the referee to be careless, reckless, or using excessive force:

Charges:

- Jumps at Kicks or attempts to kick Pushes (fully extending the arm)
- Strikes or attempts to strike Tackles or challenges Trips or attempts to trip

Playoffs:

- Once the regular season has concluded, teams will be seeded based on their place on the league table.
- The top (4) teams in each league, based on points, will make the Single Elimination play-off.

Play-off Game Play Rules:

- If at the end of regulation and teams are tied, one 5-minute Golden Goal period will be played. If no one scores after the period, a penalty shootout will occur.
- Both teams choose 5 players to shoot in the shootout
- If the shootout must go longer than 5, a new player must shoot the next penalty
- The winning team will receive a discount counted towards their next season and their photo taken for our wall of champions

Promotion & Relegation:

- Season champions must move up unless waived by staff due to roster turnover or competitive balance review.
- Last-place teams may opt in to move down or relegation.
- Division placement may be adjusted after Week 2 to maintain competitive balance.

Yellow/Red Cards:

A Yellow Card can be issued for but is not limited to:

- Careless or Reckless Action: When a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned.
- Stopping or interfering with a promising attack by holding, pulling, pushing or handball
- Dissent
- Delaying the Restart of the Game
- A “Soft Red” refers to a red card issued for two yellow cards in the same match.

A Red Card can be issued for but is not limited to:

- Denying an Obvious Goal Scoring Opportunity
- Excessive Force - Any who exceeds the necessary use of force and or endangers the safety of an opponent.
- Using Offensive, insulting, or abusive language and or gesture
- Violent Conduct

Additional Yellow & Red Card Rules:

- **Any player receiving a red card must leave the field and building entirely.**
- Two Yellow Cards automatically result in a Red Card. Players receiving a “soft red” are eligible to play in the team’s next game after review from horizons edge staff.
- A straight red card results in a minimum one-game suspension to be served in the player’s next scheduled league match (across all divisions).
- After any red card, the team must play the remainder of the game with one less player on the field.
- All red cards will be reviewed by the Edge team to determine if further suspension or expulsion from the league in the current season is required.
- A second red card in the same season will result in removal from the league.
- (4) yellow cards within the same season will result in a (1) game automatic suspension.
- All referee decisions are final. Horizons Edge staff reserve the right to interpret and enforce rules as necessary to preserve safety and competitive balance.

Forfeits:

- If a team does not show, the result will be a 0-3 loss on the losing team’s record and a 3-0 win on the winning team’s record.
- Minimum of 6 players required to start a match.
- If a team drops below (5) players at any time, the match is a forfeit.
- Teams starting with (6) players must reach (7) players by halftime, or the match is recorded as a forfeit.
- If a player enters the game without a wristband and is found to not be on the team's current roster, the match will be stopped immediately, and it will result in a forfeit.

Player’s Equipment:

- Teams must wear jerseys that are similar in color. Team jerseys are highly recommended when playing.
- If a team is not wearing the same color, pennies will be given.
- Shin guards are recommended to be worn but are not mandatory. If a player is wearing shin guards, they must be covered by socks.
- Players are allowed to play in cleats, tennis shoes, or turf shoes. (No screw-in studs or metal cleats).
- Horizons Edge will provide balls (1 game ball and 1 ball per team for warm-ups).
- No hard cast will be allowed in games.

- No hats with bills on-field players (keeper may wear a referee approved head covering if desired, like a bandana or ball cap).

Player Age and Eligibility:

- The minimum player age is **17 years and 6 months**.

All players under the age of 18 must:

- Have a DaySmart account
- Submit parental/guardian consent
- Have a fully executed waiver on file

Horizons Edge staff reserve the right to verify player age by checking identification at any time if eligibility is in question.

Underage Player Enforcement Policy:

1st offense:

- 1-game forfeiture applied to the team's overall record
- Immediate removal of the underage player

2nd offense:

- Removal from the current league season

Conduct & Sportsmanship:

- Horizons Edge has a zero-tolerance policy for fighting, threatening behavior, or abuse toward referees or staff. Violations may result in immediate expulsion without refund.

Weather/Facility Closures:

- In the event of facility closure or weather-related cancellation, games will be rescheduled where possible. Refunds are not guaranteed.

League Discretion Clause

- Horizons Edge reserves the right to amend league rules at any time to ensure safety, fairness, and operational efficiency.