



Soccer (7v7)

1. RULES AND REGULATIONS

- 1.1 The JCC Maccabi Games Soccer competition shall be conducted under the following rules and regulations for all age/gender groups except as they may be modified by the Sports Advisory Committee (SAC).
- 1.2 The competition in soccer shall be conducted in accordance with the FIFA Laws of the Game as adopted by the USYSA in force at the time of competition. In the event of a conflict between the FIFA Laws of the Game as adopted by the United States Youth Soccer Association (USYSA) and the rules and regulations below, the JCC Maccabi Games rules shall apply and be binding.
- 1.3 The Organizing Committee of the Host Community shall establish a Soccer Committee, with an overall soccer commissioner, to oversee and run the competition, and to resolve any controversies that arise. The decisions of the Soccer Committee and/or the overall soccer commissioner with respect to protests, disputes, and appeals shall be final. Protests must be submitted in writing within thirty (30) minutes after the completion of a game, and shall relate solely to the interpretation of the rules.
- 1.4 Prior to the start of the Games all rules questions shall be resolved by the Soccer Committee, in consultation with the SAC, in accordance with the FIFA rules in force during the previous soccer season (See Rule 1.2).
 - 1.4.1 A member of the host community must be available at each venue at which soccer is played to help manage the soccer tournaments in accordance with JCC Maccabi Games guidelines, control issues as they arise, and if applicable, to receive protests.
- 1.5 Rachmanus Rule--Rachmanus plays a key role in athletics and the JCC Maccabi Games. Compassion and good sportsmanship shall be displayed by athletes, coaches and spectators at all times during the JCC Maccabi games both on and off of the playing field. For more information, please refer to the "Rachmanus Rule."

2. VENUE AND EQUIPMENT REQUIREMENTS

- 2.1 The Organizing Committee of the Host Community, acting through its Soccer Committee, shall ensure that the following venue and equipment requirements are met:
 - 2.1.1 The required dimension of the 7 v 7 soccer field is; 75 – 80 yards in length and 45 – 50 yards in width. Goal posts that are 8' X 24' are strongly preferred but 7' X 21' goal posts are allowed. All fields and goals MUST be the same size within a specific age / gender tournament.
 - 2.1.2 Penalty spot shall be twelve (12) yards from the goal line if goals are 8' x 24' and 11 yards if goals are 7' x 21'; the penalty arc is eight (8) yards.

- 2.1.3 The Center circle is eight (8) yards in radius.
 - 2.1.4 The goal area is six (6) yards.
 - 2.1.5 The penalty area is fourteen (14) yards.
 - 2.1.6 The ball size shall be #5, and 3 soccer balls shall be provided for each field;
 - 2.1.7 There should be zip ties available at each venue to help secure nets in situations where the nets come loose.
 - 2.1.8 At least two (2) uniformed referees shall be assigned to each game. These Referees shall hold either FIFA or USSF certification, or CSA (Canadian Soccer Administration) certification for games held in Canada. All referees are suggested to be 21 years of age or older but must be at least 18 years of age.
- 2.2 Rules of Play for: Ball in and Out of Play, Pass Violations, Throw-Ins, Goal Keeper Restrictions and Fouls, shall conform to FIFA rules.
- 2.2.1 The off sides rule will be in effect.

3. PARTICIPANTS

- 3.1 Except as provided for in Rule 4.1.2 below, each team shall consist of a minimum of ten (10) and a maximum of twelve (12) players.
- 3.2 Both teams shall be on the same sideline with all spectators seated on the opposite sideline.

4. COMPETITION FORMAT

- 4.1 Each game shall consist of two (2) thirty (30) minute halves with a five (5) minute rest period between halves.
 - 4.1.1 At the discretion of the Soccer Committee, additional time stoppages may be added based on the playing conditions.
 - 4.1.2 Teams should report to the field a half hour before the scheduled start. A team shall be allowed a ten (10) minute grace period after the scheduled start time before the game is forfeit. The game shall not be delayed if and when the coach and at least seven (7) players on each team are present.
 - 4.1.3 If a game is interrupted because of weather conditions, the game must be resumed at the point of interruption and played to conclusion. If a game is abandoned because of weather conditions in the opinion of the Soccer Committee and the first half has been completed, the score at the time of abandonment shall be considered final.
 - 4.1.4 **Mercy Rule - all matches will automatically conclude once one team is up by 10 goals. This mercy rule will only be put into effect in the second half of matches.**
- 4.2 Games in the Round Robin may end in a tie; medal rounds (i.e. any game after the Round Robin) games must be played to their conclusion (see rule 4.2.1).

4.2.1 If two teams are tied at the conclusion of regulation play in a medal round game, two equal ten (10) minute overtime periods shall be played with a four (4) minute rest period. If teams are still tied at the end of the overtime periods, penalty kicks shall be taken in accordance with the FIFA instructions to decide the game.

4.2.2 In Round Robin play, teams receive three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.

4.3 If there are ties in the standings after the Round Robin, the following procedures shall determine team rankings.

If 2 teams are tied:

1. Head to head competition (if applicable)
 2. Record against common opponents in Round Robin play (if applicable).
 3. Overall opponents' total won-loss points in Round Robin play (SOS)
 4. Score differential versus common opponents in Round Robin play (if applicable).
Maximum goal differential of five (5) per game.
 5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.

If 3 or more teams are tied:

1. Head to head competition (used only if all 3 teams have played one another and one team is undefeated vs other opponents).
2. Record against common opponents in Round Robin play (if applicable).
3. Overall opponents' total won-loss points in Round Robin play (SOS)
4. Score differential versus common opponents in Round Robin play (if applicable).
Maximum goal differential of five (5) per game.
5. Draw names to determine seeding. First name drawn is the higher ranked (better) seed.
Continue process until all names have been drawn.

Notes:

- A. If 3 or more teams are tied, using the procedures listed above; the highest seed of the 3 (or more) shall be determined. If there are still 3 or more teams tied follow the same instructions above, pulling out one team at a time then restarting the entire process until there are two teams than only one left.
- B. A member of the Soccer Committee and/or the overall Soccer commissioner or designee will draw names. Delegation heads will be notified of the results.

4.4 There shall be no limit on the number of substitutions a team may make. Substitutions are allowed based on the referee's discretion in the following situations:

1. After a goal is scored by either team;
2. At half-time;
3. After an injury by either team when the referee stops play;
4. Prior to a goal kick by either team;
5. Prior to a throw in your favor.
6. Prior to a corner kick in your favor

7. When a yellow card is given – (sub allowed for that player only).

Substitutes shall not enter the field until motioned onto the field by the referee, and must enter at the midfield line.

- 4.5 A forfeited game will be scored 5-0.

- 4.5.1 Coaches of both teams must sign the game results' card and return it to the referee, who shall turn the card into the soccer site coordinator or member of the Soccer Committee.

- 4.6 In addition to Rule 4.1.2 above, a team shall forfeit a game under the following circumstances:

- 4.6.1 If a team refuses to play a game or withdraws from the field before the end of a game or without a valid reason, as determined by the Soccer Committee, in such an event, the team shall be disqualified from the tournament, and all previous and subsequent games shall be forfeited.

- 4.6.2 If a team cannot put five (5) players on the field because of suspended or injured players.

- 4.6.3 If the coach is ejected from the game, and no other member of the coaching staff remains and no credentialed adult from the delegation, excluding spectators, is available to assume the coaching duties.

5. TOURNAMENT FORMAT

- 5.1 The format for all team and individual sport competitions shall be created by the Sports Advisory Committee (SAC). Final sports competition formats will be determined after consultation between the applicable SAC Chair and the Host Community.
- 5.2 Slotting of teams for the Round Robin shall be done by a blind draw conducted by a member of the SAC.
- 5.3 Every effort will be taken to create a tournament that allows each team to participate in a minimum of five (5) games.

6. PLAYER EJECTIONS

- 6.1 Any player who receives a red card shall leave the immediate field area and remain away from the field at a distance to be determined by the referee, and shall be suspended from their team's next game.
 - 6.1.1 The game will not resume until the person who received the red card has left the immediate field area.
 - 6.1.2 Yellow cards are cumulative throughout the tournament. If a player gets 3 yellow cards, he/she is suspended from their team's next game.
 - 6.1.3 A player who receives two (2) red cards during the tournament shall be suspended from all remaining games in the tournament, and shall not be entitled to the medal, if any, won by his/her team.

7. DRESS AND EQUIPMENT

- 7.1 Each player shall bring two (2) shirts to each game, one (1) light colored and one (1) dark. The home team shall wear the light-colored shirts. The backs of the shirts shall have numbers that are at least six (6) inches high.
 - 7.1.1 It is strongly recommended that all JCC Maccabi Games Soccer uniform shirts have sleeves – per FIFA guidelines.
- 7.2 All players must wear the same number throughout the tournament. Blatant disregard for this rule shall result in a forfeit.
- 7.3 If a question arises as to the suitability of the attire, the decision of the referee is final.
- 7.4 All players must wear shin guards.
- 7.5 Metal cleats and baseball cleats are not allowed.
- 7.6 No jewelry shall be worn.
- 7.7 Teams are required to bring their own practice balls and equipment.
- 7.8 A player taking part in the medal ceremony must wear shoes and his/her competition uniform.
- 7.9 Athletes should not be prohibited from wearing “Full 90 performance headwear” or equivalent if so desired.

8. MEDALS

- 8.1 The following medals shall be awarded:

First Place	JCC Maccabi Gold Medal
Second Place	JCC Maccabi Silver Medal
Third Place	JCC Maccabi Bronze Medal