



SECTION VIII

7 V 7 RULES SPECIFIC

8.1 7 V 7

8.1.1 Team declarations, refer Rule 3.1

8.1.2 No refunds shall be given after final declaration date, set by the EIYSA Board.

8.2 TEAM PLAYER REGISTRATION

8.2.1 A minimum of seven (7) players is required to form a properly registered team.

8.2.2 All teams may register twenty (20) players at one time, and no more than twenty five (25) players shall be registered in total for one (1) season.

8.3 PLAYER/ BENCH PERSONNEL AND SUBSTITUTIONS IN GAMES

8.3.1 In all EIYSA competition, a maximum of (18) players may be dressed by each team in any game.

8.3.2 A maximum of seven (7) players may be on the field at once, for each team one of who shall be a goalkeeper.

8.3.3 A minimum of five (5) players on each team is required to officially start a game.

8.3.4 There shall be no restrictions as to the number of substitutions made during a game. Substitutions must be made with the permission of the Referee.

8.3.5 Players requesting to enter the game after the start but before the 2nd half will be at the discretion of the referee on a stoppage.

8.3.6 No players may be added or alterations made to the game sheet after the commencement of the second (2nd) half.

8.3.7 ALL teams must have at least one (1) adult (18 years of age or older) of same gender, who is not a registered player on the team, as one of their team officers in attendance (on the bench or in the technical area) at each league game and identified on all game sheets.

8.3.7.1 Failure to comply with Rule 8.3.7 shall result in the offending team defaulting the game, unless

- a) The adult (registered team official) was present and, within 72 hours,
 - i) The adult (registered team official) provides a statutory declaration that he or she was at the game and
 - ii) The adult (registered team official) who signed the game sheet confirms the information in (i)

8.3.7.2 The adult (registered team official) required under 8.3.7 is present but not listed on the game sheet the Club of the team involved will be fined

- a) \$100.00 for the first offence by the team in any season,
- b) \$200.00 for the second or any subsequent offence

Payable within 10 days of the notification of the offence by EIYSA

8.3.7.3 If a Club fails to pay a fine within the time specified under 8.3.7.2, the game in issue will be defaulted by the offending team.

8.3.8 Players and teams officials must have an EIYSA ID card. Players and team officials who are without EIYSA ID cards shall be denied the opportunity to participate.

8.4 DURATION OF GAMES/GAME OFFICIALS

8.4.1 Games will be 2 X 30 minute halves.

8.4.2 There will be no stop time in 7 V 7 games

8.4.3 A game played will be declared valid, if in the referee's estimation, at least 2/3 of the game has elapsed

8.4.4 EIYSA will assign 2 game officials to each game.

8.5 SCHEDULES, POSTPONED GAMES AND LATE KICKOFFS

8.5.1 If one (1) team does not have the minimum number of five (5) players by fifteen (15) minutes after the scheduled game time, the result is a default of 5-0 and three (3) points. If both teams do not have the minimum number of players, neither team shall be awarded the points, or goals.

8.5.2 The schedule issued will not be altered. Team(s) not able to field a team for a scheduled game will be in default. Requests to reschedule games will not be entertained.

8.6 IMPORT REGULATIONS

8.6.1 Please see Rule 3.6

8.7 TRIALISTS

- 8.7.1 Trialist: For regular league play any registered EIYSA player (registered in 7v7 programme) may play in a higher division tier or age category provided that:
- a) The movement occurs within the same club;
 - b) No more than seven (7) such players can be recruited for any one (1) game;
 - c) The player(s) will be noted as "trialist" on the game sheet;
 - d) Any player can be brought up for a maximum of five (5) games for any higher-ranking team as per trialist rule. If the player is brought up for a sixth (6) game for any one team, he/she must transfer to that EIYSA member team. This transfer must take place before he/she plays their sixth (6) game. This rule must also abide by rule 3.6

8.8 RULE VARIATIONS (TO FIFA/ASA RULES AND REGULATIONS) 7V7

- 8.8.1 Goalkeepers are not permitted to punt or drop kick the ball. Infringement; Indirect free kick to opposing team, at point of infraction.
- 8.8.2 Goal Kicks: Ball must first land on own side of centre. Infringement of the rule will result in a throw in to the opponent at the centre of the field.
- 8.8.3 Free Kicks: Opposing players must be 5m from ball, prior to kick being taken.
- 8.8.4 Ceiling ball. Restart: Throw In to the opponents of the player last touching or playing the ball, at the place directly adjacent to where the ball touched the ceiling