

Minnesota Women's Soccer League
7v7 Charity Tournament Indoor Soccer League
Rules and Regulations



Note: Rules not specifically called out on this page will default to the standard MWSL Rules and Regulations.

1. **Substitutions:** Players may substitute in and out freely or "on the fly," provided the player entering the field of play is within 10 feet of the player leaving the field of play.
2. **Goalkeeper Play:** Goalkeepers may not throw or punt the ball beyond half-field in the air, (the ball must bounce at least once before crossing half-field); Goalkeepers are allowed to flight the ball with their feet beyond half-field within the run of play, (provided it is not a goal-kick).
3. **Off-sides:** There are no off-sides
4. **Slide-tackling:** Slide-tackling (except for the goalkeeper) is prohibited. Restart is an indirect free kick. Players may slide to play or block a ball, but NOT to tackle an opponent.
5. **Encroachment:** The non-encroachment distance is seven yards. This includes all free-kicks, kick-offs, penalty-kicks, and corner-kicks.
6. **Start of Play:**
 - a. The ball does not have to be played forward on the kickoff, however it is an indirect kick.
 - b. Games must be started within 10 minutes of the scheduled start time. Failure to start the game on time will result in a reduction of playing time with two equal halves.
7. **Out of bounds:**
 - a. Ball exits the field at the goal line. Appropriate restart would be a goal kick or corner kick
 - Except in the instance when a goal is scored. Restart would be a kickoff.
 - b. Ball exits the field at the touch line. Appropriate restart would be a throw-in
8. **Length of Play:** All games are 2 x 20-minute halves, with a 5 minute half-time.
9. **Number of Players:**
 - a. A match shall be played by two teams, each consisting of not more than seven players, one of whom shall be a goalkeeper. The minimum number of players is five; If a team is reduced to below the minimum number of players the game will be terminated. The proper league authority will decide on the outcome of the game.
 - b. If one team fails to have at minimum of 5 players present by 10 minutes after the scheduled start time, assuming the other team has at least the minimum number of players, the game will be forfeited and the score will be recorded as a 2-0 win for the team that has the minimum number of players.
 - c. If both teams fail to have at minimum of 5 players present by 10 minutes after the scheduled start time, the game will be recorded as game not played.
 - d. Teams may not have more than 13 players dressed per game.
10. **Eligible Players:** All players must be on the team roster prior to the start of the game. Rosters are issued by the MWSL.
11. **Fouls & Misconduct:** Cautions (yellow cards) are per FIFA; Send offs (red cards) are per FIFA with the following additions;
 - e. If a player is sent off, i.e. receives a red card, due to a second yellow card (soft red card), that player cannot participate in that game anymore. The sent off player will be replaced by one of the qualified substitutes immediately. The team will not play short. The sent off player may play at the next game of his or her team.
 - f. If a player is sent off due to a straight red card offense, except for item c below, that player will not participate in that game anymore. The sent off player will sit out the next game of his or her team.
 - Team will play short handed

- g. If a player is sent off for violent conduct or serious foul play, which in the opinion of the referee was a calculated act to harm the other party (opponent, teammate, coach, other bench personnel, referee, spectator, or anybody else), the sent off player will not participate in that game anymore. The sent off player will sit out the next two games of his or her team. Further sanctions may be taken against the offender and hi/her team, by the indoor facility authorities.
 - Team will play short handed
- h. If a team falls below the minimum number of players solely due to accumulation of red cards of any combination of type 10.b and 10.c red cards (as detailed under the previous section) the game will be terminated at that point. Assuming the other team has at least the minimum number of players, the game will be forfeited and the score will be recorded as a 2-0 win for the team that has the minimum number of players, unless it was already winning with a higher score at the time of termination, in which case that score will stand.
- i. If both teams fall below the minimum number of players at the same time for any reason(s), or one team falls below the minimum number of players but not solely due to accumulation of red cards (e.g. a red card or injury and a lack of substitutes), the MWSL board of directors will make a decision as to the outcome of the game.

12. Goal Kick: A ball put into the field of play from a goal kick must be touched by a player of either team or touch the field of play (which includes the referee) in the kicker's half of the field of play.

NOTE: A goal kick, toss from the goalkeeper's hands, or a punt directly from the goalkeeper's hands which crosses the half without touching a player of either team or the field of play will result in an indirect free kick for the other team from the spot on the halfway line where the ball crossed into their half.