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## Rules and regulation for the 7v7 & 8v8 tournament format - BA CUP CARIBE

The 7v7 & 8v8 formats respects as much as possible the FIFA regulations for 11 vs 11. However, there are some differences in which the rules are adapted to meet the special characteristics of the smaller format.

It is required that every registered player playing 7v7 & 8v8 read and become familiar with the following regulations.

### **RULE Nº 1: BALL AND GOAL MEASUREMENTS.**

A **size 5 ball with full bounce** will be used for women's & men's +60, +48, +35 age groups. Goals have a measurement of 5,90 x 2,20 meters.

A **size 4 ball with full bounce** will be used for boys 2015-2016 & 2017-2018 age groups. Goals have a measurement of 5,90 x 2,20 meters.

### **RULE Nº 2: NUMBER OF PLAYERS.**

**7 V 7 (Masters and Youth):** The game will be played by two teams made of **SEVEN** players each, of which one will be the goalkeeper. The game will not start if one of the teams has less than FIVE players.

Teams will be able to make as many substitutions as wanted. The player that was replaced can enter the game once again. **SUBSTITUTION WITH RE-ENTRY.**

The coach can be within the coaching area, outside the field, to give instructions to the players. If a team has players that have been red carded or injured, and is left with four players on the field, the game will be finished, and the winning team will be that without expelled or injured players.

### **The final score may:**

- Be the one at that moment if the other team was already winning, or
- Be adjusted to an official default result: 5-0



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**8 V 8 (Masters Women 60+ & 48+):** The game will be played by two teams made of **EIGHT** players each, of which one will be the goalkeeper. The game will not start if one of the teams has less than SIX players.

Teams will be able to make as many substitutions as wanted. The player that was replaced can enter the game once again. **SUBSTITUTION WITH RE-ENTRY.**

The coach can be within the coaching area, outside the field, to give instructions to the players. If a team has players that have been red carded or injured, and is left with four players on the field, the game will be finished, and the winning team will be that without expelled or injured players.

**The final score may:**

- Be the one at that moment if the other team was already winning, or
- Be adjusted to an official default result: 5-0

### **Rule Nº 3: GUEST PLAYERS / ROSTER EXCEPTIONS**

- **Masters Tournament:** Each team must choose only one of the following options (they cannot be combined):

**Option A:** A maximum of two players who are up to two years younger than the age group's age limit are permitted. If the goalkeeper is up to 2 years younger, they count under this option and occupy one of the two allowed spots.

**Option B:** Teams may field 1 goalkeeper who is up to 4 years younger than the age group limit. At no time may he/she play as a field player.

Any player may participate in two age groups, considering that **(1)** they meet the age requirements and **(2)** they are registered with both teams. **Players may not play for more than one team within the same age group.**

**Note:** All players must meet the age requirements of the age group in which they compete. Age eligibility is based on the calendar year of birth, not the exact birthdate. Therefore, a player must be, or turn, the required age by **December 31 of the tournament year.**



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- **Youth Tournament**

No age exceptions are permitted in the youth 7-a-side age groups. All players must be of the appropriate age for their division.

School teams from countries with different academic calendars may register players born one year earlier, but only in the youth 11-a-side format age groups.

Any player may participate in **two age groups**, considering that (1) they fall within the age limits and (2) are registered on both rosters. **Players may not play for more than one team within the same age group.** Girls are allowed to play on boys' teams up to and including the U16 category.

#### **RULE Nº 4: GAME DURATION.**

- Women's & Men's +60 age group: The game's duration is 50 minutes, divided in two 25 minutes halves.
- Women's & Men's +48 & +35 age groups: The game's duration is 60 minutes, divided in two thirty-minute halves.
- Boys 2015-2016 age group: The game's duration is 60 minutes, divided in two thirty-minute halves.
- Boys 2017-2018 age groups: The game's duration is 50 minutes, divided in two 25 minutes halves.

There will be a **5-minute** halftime to switch sides.

#### **RULE Nº 5: THE GAME. START AND RESUMPTION.**

4.1 In the beginning of a game, or after a goal from any team, the game will resume with a free kick forward from the middle of the field.



4.2 When the game is in play, if the goalkeeper takes the ball in his/her penalty area, the player can continue playing the ball only with his/her hands. Afterwards, the goalkeeper can continue to play outside the penalty area with his/her feet.

4.3 **GOALKEEPER DROP KICKS ARE NOT ALLOWED.** It is not allowed for the goalkeeper, with the ball in his/her hands, to drop kick the ball or to throw the ball to a team member to volley from the air. It is not allowed for the goalkeeper, upon making contact with the ball using their hands, to perform a self-kick outside of their area by bouncing the ball and then executing a volley. They must inevitably play the ball with their hands or roll it on the ground.

#### **RULE Nº 6: GOAL KICK AND THROW-IN.**

When the attacking team kicks the ball out of bounds behind the goal line, it will result in a goal kick. The goalkeeper, or any other player from the same team, can make the kick by laying the ball on the field, from any point within the goal area. **IT IS NOT ALLOWED FOR THE KICK OFF TO CROSS THE HALFWAY LINE OF THE FIELD IN THE AIR.**

During the goal kick, once the ball is in the area, the closest opposing player must respect the 5-meter distance from the ball.

**Throw-ins must be made with both hands**, and it CANNOT directly enter the opposing team's goal area, but the ball can go over the goal area. If the ball does enter the goal area directly from the throw in, the defending team will be granted a throw-in from the midfield line.

#### **RULE Nº 7: FOULS AND FREE KICKS.**

Free kicks can be direct or indirect.

All players from the team that made the foul must remain at a distance of no less than 5 meters from the ball before the free kick.

7v7 & 8v8 respect the FIFA rule #12 (Fouls) for 11 vs 11 soccer games. However, the following points must be considered:



- An indirect free kick will be given to the rival team if a goalkeeper commits, within his area, the following infractions:
  - Takes longer than six seconds to play the ball after having the ball in his/her hands.
  - Touches the ball again, with his/her hands, after playing the ball without any team members having touched the ball.
  - Touches the ball with his hands after a team member passes the ball with his/her feet.
  - Touches the ball with his/her hands after a direct throw-in from a team member.
  
- An indirect free kick will be given to the rival team if a player (not the goalie), and according to the referees' judgement, commits the following:
  - Plays in a "dangerous" way.
  - Slide tackles **INTENTIONALLY** while going after the ball (**SLIDE TACKLES ARE NOT ALLOWED**). THE SLIDE TACKLE IS CONSIDERED A FOUL BECAUSE IT MAY CAUSE INJURY TO THE RIVAL, REGARDLESS IF CONTACT IS MADE.

THE ONLY SLIDE TACKLE ALLOWED IS THE ONE MADE BY A GOALKEEPER WHILE GOING AFTER A BALL WITHIN HIS/HER AREA. OUTSIDE THE AREA, THE GOALKEEPER IS CONSIDERED A FIELD PLAYER.

An indirect free kick granted within the goal area will be executed from the closest place to the infraction was made, by placing the ball on the line of the goal area.

- The goalkeeper cannot touch the ball again with his/her hands after having put the ball in play until another player touches the ball.

#### **RULE Nº 8: PENALTY KICK.**

- A penalty kick will be given after direct free kick foul is made by the defending team within its own area.



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## **RULE Nº 9: OFFSIDE.**

- There will be no offside in both 7-a-side and 8-a-side soccer.

### **Notes:**

- Players are generally required to remove any ear, nose, or body piercings, as well as earrings or any other objects that could pose a risk of injury to another player. If removal is not possible, these items must be covered.
- All players are required to wear shin guards at all times.

**TIE-BREAKING RULES:** If two or more teams have the same number of points after the group stage, the group standings will be determined as follows (Read carefully Disciplinary Rules document regarding point deductions due to the accumulation of yellow and/or red cards):

1. Goal difference
2. Most goals scored
3. Result of the match played between the tied teams
4. Fewest goals conceded
5. Penalty shootout, in accordance with FIFA regulations

### **Observation**

ANY OTHER NON-SPECIFIED RULE WILL BE EQUIVALENT TO FIFA 11V11 REGULATIONS.