Governing Bodies

The 2019 Soccer 7v7 Tournament will be governed by the current edition of the USSF (U.S. Soccer Federation) rules and bylaws set forth in this document.

This set of Bylaws is not all-encompassing for the rules and regulations that govern the MCCS Lejeune-New River Intramural & Tournament Programs. All Intramural & Tournament participants are responsible to read and understand the current edition of the Intramural Sports Handbook which contains pertinent information regarding coaches, team formation, eligibility requirements, Code of Conduct/Ethics, sanctions, grievances, and other important information about the Intramural & tournament programs.

Coaches

All teams will be coached by a Staff NCO or above (unless the team is comprised of all civilians); the head coach acts as a direct representative for their respective team for the duration of the season.

Please refer to the Intramural Handbook page 6 for the full description of Coaches’ responsibilities.

Eligibility

All players must be active duty, retirees, and dependents 18 years of age and out of High school, or authorized DOD civilians. All participants will be required to provide proof of eligibility to participate, i.e.: military/MCCS ID.

All civilian participants must have a signed waiver of liability/assumption of risk on file before their first game to participate in the league. Please see the Intramural Handbook page 4 -6 for complete guidelines.

Tournament

Games will be held at Liversedge Stadium and the Intramural Soccer Field for the duration of the tournament.

Rosters

Allocations

A team consists of seven (7) players. A team may start and play a game with as few as five (5) players. Teams may be made up of co-ed, all male or all female players and teams may roster up to twelve (12) participants.

Coaches are required to complete and submit rosters to the appropriate Sports Coordinator prior to the tournament. Failure to submit required rosters may result in forfeiture of games. Rosters may be submitted to the Sports Office by hand, or emailed to Sports Coordinator at: warneral@usmc-mccs.org.

Team Formation, Regulations and Requirements

Please refer to the Intramural Handbook pages 4-6 for full details on Regulations and Requirements of registering teams. All teams must meet the published guidelines to register for the league. Tournament registration fee is due at time of registration.
Equipment

Game ball will be provided by Home Team for use during game time.

Uniforms

Uniforms are available for issue from the Sports Office if the command/team requests use of uniforms. Availability may be limited for certain styles. Teams must wear shirts or jerseys of matching color with a highly visible number on the front and back. Sponsorships of any kind, obvious, implied, or silent, are prohibited; please refer to the Intramural Handbook pages 5-6 for complete details on the availability and guidelines of uniforms.

Game Policies

Game Time
All check in and game times will be strictly adhered to; teams will be at the designated location and ready to play at the scheduled time.

Check in
Teams must be present 30 minutes prior to the start of the tournament / or specified game time for check in.

Substitutions
Substitutions of the alternates are allowed during a dead ball or time out. Substitutions are done “on the fly” (player must exit field before sub enters the field of play).

Illegal Players
Any team found to have illegal players will be charged a forfeit for any game(s) where the illegal player was on the books and/or participated.

Duration
Games will be played in two (2), twenty-five (25) minute halves with a three (3) minute halftime intermission.

Game Rules
Substitutes must enter and exit from center line of the field.
Kick-ins instead of throw-ins.
All kicks are indirect with the exception of penalty kicks.
Penalty kicks are taken from the 12-yard penalty area line.
5-yard mandatory buffer around free-kicks.
After goals are scored play is started with a kickoff from the midline.
Keeper may opt to use hands or feet to play ball out instead of taking proper goal kicks.
Keeper has 6 seconds to release possession of the ball.
No off sides
NO SLIDE TACKLING - (meaning a slide within five feet of an opposing player) results in verbal warning for first offense; second offense results in yellow card, and third offense is second yellow, and the player is ejected from the game (the goalkeeper is excluded from this rule and may slide within his/her penalty area).
Red card results in ejection from game and one-game suspension. Fighting is an automatic ejection from the rest of the tournament. Teams may not replace any red-carded player on the field during the game he/she received it.

Overtime
In the event of a tie at the end of regulation, no overtime will be played. The game will proceed straight to penalty shootout if deemed necessary to determine a winner.

Mercy Rule
If either team goes up by 5 goals, the opposing team may insert an extra player until the goal differential drops below 5.
Bench Rules
Players must remain on the sidelines at all times when not on the field.

Two Minute Penalties, Yellow Cards (Caution)
A player receiving a yellow card will serve a two (2) minute penalty.

Time on a two (2) minute penalty must be served in its entirety and will carry over to next half if needed. It is the sole responsibility of the player to watch the official keeping time for notice when to return to play.

Any player or coach receiving two (2) yellow cards (caution) in the course of the tournament may be removed from the tourney for unsportsmanlike conduct. Please refer to the Intramural Handbook, pages 11-13 for full details on the Code of Conduct/Ethics and Ejections. Yellow Cards (Caution) and resulting league removal are grounds for a Grievance submission.

Any player receiving one straight red card for unsportsmanlike conduct during the tournament will be removed immediately from the remainder of tournament.

Legal Games and Make Ups
A game will be considered a legal game, and the score will stand as is, if the game has completed at least fifteen (15) minutes of the second half, resulting in at least 75% of the game completed. In the event of weather related cancelations during game time, the remainder of the game will not be made-up and the score will stand as is if the game has met the legal game minimum. Exceptions:

- If the game is called at half-time, the second half will be played in its entirety to determine an outcome

Games cancelled prior to game time due to weather related issues will only be made up as time and season scheduling allows. The Sports branch will work to replay any games not played but reserves the right to cancel them.

Forfeits

Grace Period
Game time is forfeit time. Teams failing to have the proper number of players at game time will be charged a forfeit. All matches charged a forfeit will be recorded as a 3-0 win.

Forfeit for Behavior
It is the direct responsibility of the head coach to control their team; failure to control their actions, speech, and attitudes may result in the head officials right to terminate the game and charge the offending team with a forfeit.

Tournament Advancement
Teams will continue to play through the bracket for the duration of the tournament. A tournament award will be presented to the first and second place tournament champions.

Protests
Protests concerning USSF rules will not be recognized.

Grievance
Written grievances may be submitted to the Sports Office within 24 hours of match completion for circumstances not generally covered in the rules or matters that do not include an officials’ ruling.

Acceptable grounds for grievances include, but are not limited to: illegal player concerns, performance of the officiating crew, ejections, technical/yellow card fouls, etc.. Submissions must be specific, not generalizations such as “they stunk” or “poor calls”.

7v7 Soccer
Updated 2019 June
**Code of Conduct**

The Code of Conduct/Ethics applies to all parties relative to all athletic programs, facilities, and personal interactions and communications; this may be applied in addition to penalties assessed to ejected players, coaches, and spectators.

<table>
<thead>
<tr>
<th>OFFENSE</th>
<th>ACTION(S)</th>
<th>LENGTH OF SANCTION(S)</th>
<th>SANCTION(S)</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEVEL 1</td>
<td>Excessive Profanity</td>
<td>One (1) week</td>
<td>Immediate removal from site; plus one week ban from all Intramural programs, activities, and facilities.</td>
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<td></td>
<td>Taunting/ Baiting (first offense)</td>
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<td></td>
<td>Argumentative/Unruly Behavior</td>
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<td></td>
<td>Failure to comply after Warning</td>
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<td></td>
<td>Other Offenses deemed Level 1</td>
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<tr>
<td>LEVEL 2</td>
<td>Verbal Abuse</td>
<td>Two (2) weeks</td>
<td>Immediate removal from site; plus two week ban from all Intramural programs, activities, and facilities</td>
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<tr>
<td></td>
<td>Inciting unruly behavior</td>
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<tr>
<td></td>
<td>Taunting/ Baiting (second offense)</td>
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<tr>
<td></td>
<td>Abuse/Damage to Property</td>
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<td></td>
<td>Failure to comply with Smoking/Tobacco/Alcohol Policy</td>
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<td></td>
<td>Other offenses deemed Level 2</td>
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<tr>
<td>LEVEL 3.1</td>
<td>&quot;No Tolerance&quot;</td>
<td>One (1) Year</td>
<td>Immediate removal from site; plus sanctions according to severity of offense.*</td>
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<tr>
<td></td>
<td>Fighting/ Violence</td>
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<td>Verbal/Written Threats</td>
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<td></td>
<td>Belligerence</td>
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<td>Racial Slurs or degrading comments</td>
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<td>Possession/Use of illegal drugs</td>
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<td>Other offenses deemed Level 3.1</td>
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<tr>
<td>LEVEL 3.2</td>
<td>&quot;No Tolerance&quot;</td>
<td>Two (2) years</td>
<td>Immediate removal from site; plus 2 year ban from all division programs, activities and facilities (possible criminal offense per state statute)*</td>
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<tr>
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<td>Assulting a patron, official or staff member</td>
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<td>Weapons Possession/Use</td>
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<tr>
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<td>Other offenses deemed Level 3.2</td>
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*This chart is not all-encompassing of the MCCS Lejeune-New River Code of Conduct/Ethics. Please refer to the Intramural Handbook, pages 11-13 for complete details on the Code of Conduct/Ethics, sanctions and appeal rights. All participants are responsible to know the Code of Conduct/Ethics in its entirety.

**Championships**

In the event of a tie leading into the Championships series, the Sports Office reserves the right to break the tie in a manner deemed appropriate and fair under the circumstances. The governing body (ie: NCAA, NIRSA, etc), rules for such occurrences may not always be the means utilized to break the tie.

**Dress Code**

**Player equipment**

- **Shoes:** participants must wear closed toed athletic shoes; rubber molded cleats may be worn, no metal or spike cleats are allowed.
- **Uniforms:** all field players shall have matching uniforms. In the event that teams have conflicting (same/similar) colors, the home team will change jerseys.
- **Shin guards:** are mandatory and in the opinion of the referee, must be provide a reasonable degree of protection. Altered shin guards will not be permitted.
All participants are expected to abide by the base dress code set forth in MCIEAST-MCB CAMLEJO 1020.8 Dtd 06 Nov 2018. Sports require additional measures for safety and equality:

- Sweat bands are allowed.
- No shorts with pockets.
- Jerseys must remain tucked in.
- Elastic headbands are authorized. No rigid plastic headbands or headbands with ‘ornamental objects’ are allowed.
- No jewelry.
- **Sponsorships of any kind, obvious, implied, or silent, are prohibited. The Sports Office reserves the right to assess teams for compliance with sponsorship guidelines and assure adherence. Compliance and enforcement requirements of this nature may not be appealed. Please refer to the Intramural Handbook page 5-6 for full details.**

**Alcohol, Drugs & Tobacco Policy**

The use of any form of tobacco, (including e-cigarettes) drugs, or alcohol during MCCS Sports activities is prohibited. This policy applies to all participants, coaches, officials, spectators, and all others involved in the program. There is a zero tolerance policy for alcohol and drugs present at any intramural event in accordance with MCIEAST-MCB CAMLEJO 1700.6, SECDEF Policy Memo 16-001 Dtd 8 Apr 16. Head Coaches are held responsible for their team’s adherence to this order.

**Pet Policy**

In accordance with MCIEAST-MCB CAMLEJO 10570.2 domestic animals are not permitted at MCCS organized activities. Service dogs permitted in accordance with applicable laws.

**Military Commitments & Reschedules**

Games will be considered for rescheduling only in the case that the conflict is a Unit Function such as field exercises, briefings, etc. Games will not be considered for rescheduling because of personal or inter-team issues such as leave.

Rescheduling requests need to be addressed with the Sports Office as soon as a conflict is recognized. Notifications of scheduling conflicts are to be addressed in writing before the scheduled game and failure to notify the Sports Office in advance may result in forfeiture of the missed game.

The Sports Office reserves the right to alter, change, or adjust the format or schedule of a league, tournament, or other scheduled activity in cases where it is deemed necessary or essential to the continuation or completion of the program for any reason.

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**Sports Programming Office Contact**

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7v7 Soccer  
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