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**7-A-SIDE SOCCER (MEN)**  
***Rules & Regulations***

**1. Laws of the Game**

The competition shall be conducted in accordance with the existing laws of the game as approved by the Football Association of Singapore and the general rules and regulations of the NUS Inter-Faculty Games.

**2. Player Eligibility**

Refer to Rule 4 for player eligibility in the IFG General Rules & Regulations.

**3. Registration of Players**

- 3.1. Respective Faculty Sports Secretaries must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.
- 3.2. Participation shall be confirmed with the hosting faculty at least 14 days before the commencement of the competition. (Meaning 14 days before the first game of that sport regardless of which faculty is playing first.)
- 3.3. Respective Faculty Sports Secretaries must submit the Team Registration Form to hosting faculty and the NUS students' sports club at least 7 days before the commencement of the competition. (Meaning 7 days before the first game of that sport regardless of which faculty is playing first.)
- 3.4. Each team may register a minimum of 7 players and a maximum of 14 players. Each faculty may send a maximum of 1 team.
- 3.5. Registration must be finalized before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

**4. Prizes**

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

**5. Competition Rules**

5.1. Submission of Line-Up

The team must submit the complete official line up of up to a maximum of 14 players to the hosting college convener at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

Refer to Rules 8 and 9 for no-shows and walkovers in the IFG General Rules and Regulations

## 5.2. Scoring System

3 league points shall be awarded to the winning team of each match and no points to the other team. 1 point each will be awarded to each team for a draw. The positions in the groups are based on the league points acquired.

In the event of league ties, the tie breakers are:

1. The winner of the game between the two teams concerned shall be awarded the higher placing.
2. If that game ended in a draw, the positions shall be established by considering the difference of the points, for and against, among all the teams in the same group.
3. If more than two teams have equal league points, the positions shall be established by considering the difference of the points, for and against, among the teams having equal league points.

If a tie still persists after all the above, placement of the positions shall be determined by coin toss (in a two way tie) or by drawing lots (more than two teams tied).

## 5.3. Substitution

5.3.1. Any number of players from the registered list may be substituted during the match.

5.3.2. Rolling substitutions will be the method of substitution throughout the whole competition, however, the main referee has to be informed beforehand.

5.3.3. Failure to do so will result in the change of possession of the ball if the possession is the offending team; or

5.3.4. In the event that the offending team do not have the possession of the ball, a yellow card will be given to the player that was substituted in.

## 6. **Attire**

Refer to Rule 11 for attire in IFG General Rules & Regulations.

## 7. **Game Rules**

### 7.1. Match Format

**7.1.1.** Each game will be played with **2 halves of 10 minutes**, with an **interval break of 2 minutes**.

**7.1.2.** The match will be played with 1 main referee, 1 assistant referee and no linesman in half the original field size.

**7.1.3.** The participating teams shall be divided into 2 equal groups.

**7.1.4.** The Champion and 1<sup>st</sup> Runner-Up of the previous tournament shall be placed in different groups determined randomly.

**7.1.5.** The groupings for the rest of the teams shall then be randomly determined.

**7.1.6.** The Preliminary Round shall be played in a Single Round Robin format within each group.

**7.1.7.** The top two of each group will proceed to the Semi- Finals (Refer to 8.2)

### 7.2. Penalties

- 7.2.1. Two yellow cards received within one game will result the player in having a red card **and** having to sit out in the next 3 games.
- 7.2.2. A red card will sit the player out for the next 3 games.
- 7.2.3. If the send off was a result of violent (or other unacceptable) conduct, further suspension / punishment could be issued to the player.
- 7.2.4. Referees will take note of the carded offences during the game and submit to organiser after the game. This will then be compiled and organiser will ensure that the affected player/players sit out the relevant games.

## 8. Advancement to Semi-Finals and Finals

8.1 The top two teams of each group will proceed to the Semi- finals

8.2 The Semi Finals shall be played as follows:

Group A 1 <sup>st</sup> position	Vs	Group B 2 <sup>nd</sup> position
Group B 1 <sup>st</sup> position	Vs	Group A 2 <sup>nd</sup> position

8.3 Winners of the 2 Semi-Finals matches shall qualify for the Finals while the losers shall play-off for the 3<sup>rd</sup>/4<sup>th</sup> position.

8.4 In an event of a draw at full time for the finals, semi-finals and 3<sup>rd</sup>/4<sup>th</sup> positions, the teams will move straight into penalty shootout (best of 3, follow by sudden death if required) to determine the winning team.

## 9. Official Calls

In all matches, the referees, umpires and line checkers will have the final call.

## 10. Alterations and Amendments

The Organising Committee of the competition reserves the right to change or alter these Rules and Regulations given any unusual or extra-ordinary circumstances at its discretion and will inform all teams of the any amendments accordingly.

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Approved by:

Sports & Recreation Centre  
Office of Student Affairs  
26 April 2017