



COED SOCCER 6v6 RULES

FIELD

50 X 30 yards

The playing area is shown in green. Field markings are in orange. Field boundaries are marked by a thick-white line. Any ball that is totally on the thick-white line (totally out of the green area) is out of play and will result in a kick-in.

GOAL

6.5' x 12'

BALL

size 5

NUMBER of PLAYERS

There is a maximum of six players on the field during a match – five field players and one goalkeeper. Any team with more than six players on the field will be penalized with a yellow card and an indirect free kick awarded to the opposing team (from the 2-line spot). Substitutions are not exempt from this rule – the entering player must wait for the exiting player to leave the field of play before entering (and at the same point of exit).

A minimum of four players are required to start a match.

Team rosters must have a minimum of nine players in order to register a team.

6v6 Coed

At all times, a minimum of two field players must be male and a minimum of two field players must be female . The gender of the goalkeeper does not count towards the field players.

SUBSTITUTIONS

Substitutions are “on the fly.” Make them as often as you need, but do so at the sideline near midfield, and the entering player must wait for the exiting player to leave the field. YOU MAY NOT (EVER) bring a substitute on at the end-line or near the corners or have too many players on the field. The entering must wait for the exiting player to leave the field of play before entering. Entering and exiting the field must occur from the same point on the sideline. The only exception to this is when the referee waves an entering player on to the field of play.

PLAYER EQUIPMENT

Shin guards are highly encouraged and must be completely covered by socks if worn.

Unless otherwise stated, jerseys will not be provided by the league. "Bibs" or "pinnies" will be available. Team uniforms are welcomed and encouraged. Matching shorts and socks are recommended, but not required.

All players are responsible for removing ALL forms of "exposed" jewelry. Being asked to remove jewelry in a match may result in a caution. "Unexposed" jewelry is worn at the player's own risk.

Casts (hard or soft) will not be permitted during play. Knee braces are fine.

Rubber-studded cleats, turf shoes, or flat-soled shoes are all acceptable on the "field turf" playing surface. Metal studs, spikes, or "screw-ins" will not be allowed. "Blade pegs" (narrow studs found on many new kinds of soccer cleats like vapors, predators, etc.) are acceptable, but not recommended on field turf due to the tendency to create strain on the knees and ankles. Wear "blade pegs" at your own risk.

MATCH DURATION

2 x 22 minute halves with 2.5 minute halftime.

EXTRA TIME (Over time for tie-breakers, Playoffs Only)

Golden Goal. No substitutions. If the score remains tied after a five minute period, each team will remove a player from the field (and play 5v5) for next 2 minutes. If no goal is scored in that two-minute period, each team will remove another player (and play 4v4). This will continue until each team is down to 2 field players and a Goal Keeper (3v3). . 3v3 play will continue until a goal is scored.

START AND RESTART OF PLAY

Opposing players must be at least 5 yards from the ball prior to kick offs and restarts from the ground. There will be no drop balls in the penalty area. Restarts do not have to be taken in a forward direction.

3-LINE VIOLATION

A player is guilty of a 3-line violation when he/she passes or throws the ball across 3 lines in the air, towards the opponent's goal, without touching or having been played by another player on either team. An indirect kick will be awarded, to the opposing team, at the middle of the first line crossed.

KICK-INS

Kick-ins will be taken in lieu of throw-ins. The 3 line violation also applies to kick-ins. Excessive time-wasting on kick-ins is not permitted. This may be punished by loss of the ball, or a card in excessive cases. Kick-ins are indirect (a goal cannot be directly scored from a kick-in). KEEPERS MAY NOT RECEIVE A KICK-IN WITH THEIR HANDS.

GOAL KICKS

Goal kicks may not cross 3 lines in the air. Goal kicks are taken from anywhere in the penalty area between the end-line and first white line (5 yards from the end-line). Excessive time wasting will not be tolerated on goal kicks.

CORNER KICKS

Goals can be scored directly from corner kicks. Opposing players must be at least 5 yards away from the ball. Excessive time wasting will not be tolerated on corner kicks.

FOULS & FREE KICKS

All direct and indirect fouls apply. Direct kick offenses include when a player commits any of the following:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his own penalty area)

An indirect free-kick offense includes when the referee has deemed that a player commits any of the following:

- plays in a dangerous manner
- deliberately impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned, for which play is stopped to caution or dismiss a player
- violation of the 3-line rule

An indirect free-kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following offences:

- takes more than six seconds while controlling the ball with his hands, before releasing it from his possession
- touches the ball again with his hands after it has been released from his possession and has not touched any other player
- touches the ball with his hands after it has been deliberately kicked to him by a teammate
- touches the ball with his hands after he has received it directly from a kick-in taken by a team-mate

Opposing players must remain at least 5 yards from the ball. Restarts may be taken immediately, without requesting the 5 yards. Once requested, the kicker must wait for a whistle to play. Once the official signals for play to continue, the kicker has 5 seconds to play the ball. Otherwise, the ball will be awarded to the opposing team. SLIDE

TACKLING IS NOT PERMITTED, and (per the league official's judgment) may be grounds for removal of the player.

PENALTY KICKS

A penalty kick shall be taken at the top of the penalty box. All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area, at least 5 yards away from the kicker.

Players are not permitted on either side of the penalty area. The goal keeper may not move forward from the goal-line until the penalty kick has been struck.

GOALKEEPERS

A goal keeper, having control of the ball in hands, and having released it from his/her hands to be played, either by himself/herself or a teammate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.

KEEPERS MAY NOT HANDLE THE BALL PASSED TO THEM FROM THE FEET OF A TEAMMATE (Examples of exceptions include head, chest, and thigh passes). Punishment: an indirect free kick will be awarded to the opposing team at the top of the penalty box.

Once the keeper has handled the ball they have (5) seconds to put the ball back in play. Failure to do so will result in an indirect free kick for the opposing team at the top of the penalty box.

Keepers may not throw, punt, or drop kick the ball in the air over three (3) lines. Keepers may not play kick-ins with their hands.

REFEREES

One referee will be assigned to each match. Dissent or excessive badgering of the official will result in appropriate action being taken. "Appropriate action" is the decision of the league official. Two officials will be assigned to championships, if possible.

MISCONDUCT

Cautions and ejections will be on the standard yellow/red card system. Players ejected (straight red) from a match will be suspended for a minimum of one match, and may be subject to further suspension.

Ejections for fighting or any other actions deemed violent will result in suspension for a minimum of three matches, and may be subject to further action. Any ejection will carry over to all leagues the individual who committed the offense plays in. Decisions regarding the length of a suspension will be made by the league officials. Should a player accumulate two yellow cards in one match, their team will play one player down for the remainder of that match. He/she will be eligible for the following match. Offensive language is cautionable conduct. SLIDE TACKLING IS NOT PERMITTED AND CAN RECEIVE AUTOMATIC CAUTION OR EJECTION.

INCLEMENT WEATHER

E-mail and/or telephone notification will take place in the event of changes on account of inclement weather. Please check the league phone line for updates.

League officials reserve the right to cancel or postpone a match, which may or may not be rescheduled. Should a match's progress be terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.

POINT SYSTEM

WIN = 3 points, TIE = 1 point, LOSS = 0 points. A tiebreaker may be necessary to determine seeding in playoffs. This will be resolved by a reference of (in the following order) 1) Head to head result 2) Goal differential 3) least # of goals allowed 4) Full-field accuracy shot (first representative to make the shot and the opposition misses).

FORFEITS

After a period of 10 minutes scheduled start-time, during which a team does not have enough registered players to begin, the match will be ruled a FORFEIT, in favor of the opposing team (provided they have enough players to begin). This will be recorded as a 5-0 loss to the forfeiting team. Teams forfeiting their match without at least 48 hours notice will be penalized a \$40 forfeit fee. 48 hours notice means the team manager will have to speak to a league official, send a message to info@southernsportsleagues.com (Any of which must occur at least 48 hours before the scheduled time of the forfeited match).

***A match that is forfeited does not have to be rescheduled by the team to which the game was forfeited. Only upon agreement of both managers will a game be rescheduled. If a team reschedules more than twice in a season, they will have to pay referee fees of \$20 on the make up day.

In the case of rules not mentioned in the above "6v6 League Rules", please consult league officials.