

6v6 Soccer Rules

Field Dimensions: 60 yards long x 40 yards wide

Goals: 18 feet wide x 7 feet tall

Law 1: A match is played by two teams, each consisting of not more than 6 players, one of whom must be the goalkeeper. Substitutions are allowed on any dead ball. Any less than 4 players will be considered a forfeit. Game time is forfeit time. Only players listed on the roster may play.

Law 2: The referee is responsible for control of the game and his/her decisions regarding facts connected with play are final.

Law 3: The game shall be divided up into two equal periods of 20 minutes. There will be a 10 minute half time between the two periods.

Law 4: The home team will kick off. Each team must stay in its own half of the field and the defending players must be at least 6 yards from the ball when it is kicked. After a goal, the team scored upon will kick off. After halftime, the teams change ends (change directions and goals) and the kickoff will be taken by the opposite team to that which started the game.

Law 5: In the event of a tie between two teams after the game is complete, the game will be declared a tie.

Law 6: There IS offside.

Law 7: On any free kick including goal kicks (to be played by the goalkeepers hands) there is a 6 second rule. If the team awarded the kick does not play the ball in 6 seconds the other team will gain possession of the ball at the spot of the foul. A PK will be taken from the center of the field 8 yards from the goal. A PK will be awarded for fouls inside of the goal area.

Law 8: A player may be substituted on any dead ball. The referee **must** be made aware of a player being substituted.

Law 9: Goalkeepers may handle the ball anywhere within eight yards of their goal. The goalkeeper area will be marked with cones on both sidelines. Goalkeepers **are** allowed to handle the ball if a teammate plays the ball back to them.

Law 10: Deliberate handling of the ball that denies the opposing team a goal or an obvious goal scoring opportunity will result in the following: a penalty kick will be awarded & the player committing the foul will be sent off and shown a red card (at referee's discretion).

Law 11: Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

Law 12: Players that receive two yellow cards in one game will result in a red card. (Please see Red card rule) Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).

Law 13: Referees have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players that are red carded need to leave the immediate playing area, including the fan and team areas. If a player is red carded for fighting, they will be ejected from the game and banned from returning for the remainder of the season.

Law 14: Referees have the right to eject a coach or parent from the game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or isa official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game may be forfeited in favor of the opposing team.

Law 15: All participants and spectators must also abide by all rules set forth by the city of ivins. No games will be protested after the completion of the game. The referee and tournament officials will have the final say on any disputes and will treat each situation in the fairest and most logical way.

SAFETY AND FUN ARE OUR OBJECTIVES!!!