

For additional information on any tournament rules, please email admin@6v6soccer.com.

6v6 Adult Soccer Tournament Series

Divisions and Match Rules

Note: The 6v6 Soccer Tournament Director reserves the right to modify the rules at his discretion in order to facilitate the flow of the tournament.

Tournament Divisions:

- Men's: A, B, 30+, 40+ / Women's: A, B, C / Co-ed: A, B, C & Coed 30+
- Divisions may be merged/modified depending on number of teams that sign up

The Players/Participants:

- All participants must be able to provide government issue id (Drivers License, State ID, etc).
- All Ids will be used to validate gender of players if called into question. What is on your ID is what we use to identify gender. To be considered a female player, your government issued id must indicate female (or F), anything else and that participant will be considered a male player.
- Any player not able to produce a government issued id may be disqualified from the tournament.
- All players must be 18 years of age as of the start of the tournament.
- The tournament staff reserves the right to disallow any player from participating in the tournament.

Number of Players/Rosters

- Number of players on a roster: 12 maximum
- 6 players on the field at a time 5 field players plus a goalie
- Coed divisions require 2 females on the field at all times (if only 1 is available, the team must play a player down), A female playing goalie counts for 1 of these 2 players.
- Games cannot be played with fewer than 4 players
- A team roster and waiver must be completed and turned in prior to the tournament. The coach is responsible to make sure anyone playing has completed the waiver and has been added to the roster.
- Only those on the original roster are eligible to play in the tournament
- Players cannot play on multiple teams in the same division. A forfeit will be required of a team using a player who is not on the original roster

The Game

- Field size is approximately 60 x 40 yards (not feasible at all locations, but we will get as close to this size as we can)
- Goals are 6 x 12 feet
- Penalty area is 30 x 24 feet
- A size 4 ball will be used during all matches and the ball will be provided.
- Games will be 40 minutes in duration and the clock will run continuously.
- The game will be played in two divided halves with a 1 minute halftime break. •The offside rule does not apply in the 6v6 format
- There is a three line rule in place and discussed later to keep offside in check
- In case of a tie after regulation time during group play, the game will go directly to a 3 round penalty kick shootout to decide the winner (this is subject to change – be sure to check with your ref before the game starts).
- Each team should bring two types of jerseys (light and dark). The home teams are required to change uniforms if jerseys between opposing teams conflict.
- All players must wear shirts (no shirts vs. skins).
- No slide tackling is allowed in any division (except reasonable play by a goal keeper inside their own box, as determined by the referee).

Substitutions

- Teams may sub on the fly at any time during the game.
- The player coming off the field of play must be within 2 yards of the touchline near their teams bench before the new player comes onto the field of play
- All players should make an attempt to sub near their teams bench unless approved by the referee
- If subbing on the fly becomes an issue during any game, the referee can impose a rule that he/she must approve all subs.

Players Equipment

- Shin guards are mandatory and must be completely covered by socks.
- In the event of a shin guard violation, the player will be sent off until properly equipped and the team will be warned.
- In the event of a second violation by any player of the same team during the same match, a penalty kick will be awarded to the opposing team for the shin-guard rule violation.

- All players that are on the pitch must wear shin guards.

Playoffs

- For any knockout round/playoff game (quarter-final, semi-final, or championship) that ends in a tie, a five minute golden goal period will be played.
- If the score is still tied after five minutes, then a three round penalty kick competition will take place. After 3 rounds it will be a sudden death penalty kicks (first team to make it wins).
- In the coed division, the penalty kicks must be taken by alternate sexes (male / female / male or vice versa). All team members on the roster must kick (unless injured - ref determines) before a player takes a second shot, except coed where all females rotate and males rotate accordingly.

Forfeits

- A forfeit will be awarded if an opposing team is not ready to play within 10 minutes of a scheduled start time.
- The clock starts at the scheduled start time and time will not be made up if a team does show up late.
- A forfeit will go down as a 3-0 win for the team that is there and ready to play
- If both teams do not show, or are not ready to play – neither team will be awarded points

Start of Play

- Opposing players must be at least 5 yards away prior to kick offs.
- Restarts do not have to go forward after goals & to start periods. No drop balls in penalty area.

3 Line Violation

- 3 lines cross the field, the center line for kickoffs, and two lines used to identify the defense 3rds on each end.
- A player is guilty of a 3 - line violation, when he/she passes or throws the ball across the middle section in the air, towards the opponents goal, without touching the ground, or having been played by another player on either team.
- A direct kick will be awarded to the opposing team at the point were the ball crossed over the first line.

Fouls & Free Kicks

- All fouls apply except for offside. The offside rule does not apply.

- All free kicks are direct free kicks.
- Opposing players must remain at least 5 yards from the ball.
- Once the referee signals for play to continue, the kicker has 5 seconds to play the ball.
- Slide tackling is not permitted in any division.

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 team-mate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.
- Keepers may not use their hands when a ball is intentionally kicked back to them by a teammate, or thrown to them directly off a throw in. They can pick it up off a head, thigh or chest pass (etc).
- Once the keeper has handled the ball they have five (5) seconds to put the ball back in play.
- A direct free kick will be awarded to the opposing team at the top of the penalty box if either of these rules are violated.
- Keepers may not throw, punt, or drop kick the ball in the air over three (3) lines.
- Keepers may not play throw ins with their hands.

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, 15 feet away from the kicker. Players are not permitted on either side of the area.
- On direct kicks opposing players must remain 5 yards from ball.
 - Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory 5 yards.

Throw In

- The five (5) second rule and the three (3) line violation also applies for throw-ins.
- The opposing team will regain possession after a five (5) second infraction.
- Keepers may not use their hands when receiving a throw in
- You cannot throw a ball directly into a goal. It has to touch someone first.

Goal Kicks

- Goal kicks are anywhere inside the penalty area
- Once the ball is retrieved and set, the player has 5 seconds to play the ball.
- A direct kick will be awarded, to the opposing team, at top of the penalty area if the referee feels there is an unacceptable attempt to delay the game.
- Goal kicks must exit penalty area to be considered in play.

Corner Kicks

- Goals can be scored directly on corner kicks.
- Opposing players must be at least 5 yards away.
- 5 second rule applies on corner kicks.

Misconduct

- Players ejected from a match for a red card will be suspended for at least the following match.
- Ejections for violent actions including but not limited to fighting may result in suspension for any further play. This will be decided upon by the Tournament Directors.
- Should a player accumulate (2) yellow cards in one match their team will play down one player for the remainder of that match, He/she will also be subject to suspended for the following match, but this will be decided upon by the tournament director.
- Offensive language is a considered to warrant a caution card, any language directed towards officials, opponents, or spectators will result in ejection from the game.
- Final decisions regarding length of suspension will be made by tournament director.

Team Requirements

- All teams will be scheduled to play three games. Teams forfeiting Sunday's matches without permission from the Tournament Director may be suspended from 6 V 6 Soccer Challenge Tournaments.
- Any teams playing with red carded players or players not on their original rosters will be subject to a forfeit, in that game.

Referees

- At minimum, one referee will be assigned to each match.

Inclement Weather

- Regardless of weather conditions coaches and their teams must appear on the field of play, ready to play as scheduled.
- Failure to play will result in the forfeit of the match.
- Only referees and/or Tournament Director can cancel or postpone a match.
- 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.
- In the event of bad weather, game schedules and various rules may need to be altered. Be sure to check with the Tournament Director to see if your team is impacted.

Scoring

- WIN = 3 points
- TIE = 1 point
- LOSS = 0 points
- FORFEIT = 3-0 win (worth 6 points)

Tiebreakers

- 1.Head to head
- 2.Most wins
- 3.Goal differential (goals for - goals against = ?)
- 4.Least # of goals allowed
- 5.Most goals scored
- 6.A five minute sudden death mini game with OT procedures (to advance in the playoffs) or a coin toss to determine seeding in playoffs. If a group has three teams in it, group matches will determine the winner (not the cross-over match). Cross- over matches will count in the determination of wildcard teams only.