



Baxter Sports Complex 6v6 Soccer Rules

INFORMATION

- Baxter Sports Complex, staff members, and/or league officials are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries that may occur.
- No outside food/drink is allowed at Baxter Sports Complex.
- Smoking is prohibited inside the complex, please use designated smoking areas outside the gate.
- Managers will be responsible for the conduct of their players, and must inform their team of schedules, rules, and other necessary information.
- If a player physically assaults an official, scorekeeper, or staff member, he/she will receive up to a 3-year suspension from all Baxter Sports Complex's programs, and legal action can and will be taken.
- Any equipment or facility damage caused by the abusive, flagrant, or unsportsmanlike behavior of a player, manager, or spectator will be the responsibility of that individual to pay for any and all costs associated with repair and/or replacement of the damaged item(s).

ROSTERS

- Roster form must be completed and submitted to Baxter Sports Complex prior to the 1st game of the tournament. Once the tournament begins, no roster additions will be allowed.
- Rosters must include each player's first and last name. Each player must also sign the roster/waiver form before playing in their 1st game.
- If there is a question about a player's eligibility, an opposing manager should bring his/her concern immediately to the attention of the referee and/or complex staff. If it is determined that the player in question is ineligible, the game will result in a forfeit. It is not the responsibility of the complex to check for legal/illegal players on a team's roster.

EQUIPMENT

- Uniforms are not required, but all members of the same team must wear the same color jersey. If both teams have the same color uniforms, one team will be required to wear colored pennies.
- All players must wear shirts (no shirts vs. skins).
- Shin guards are required, and should be 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.

- A second violation by *any* player of the same team during the same match, will result in a penalty kick being awarded to the opposing team.

GAMEPLAY

- Teams must be ready to play at their scheduled game time. A 10-minute window will be given from the scheduled start time. If at the end of the 10-minute wait period, a team is not present, the game will result in a forfeit.
- Games will consist of two (2) 25-minute halves with a continuous clock. There will be a 5-minute halftime break.
- The offside rule does not apply in the 6v6 format.
- Slide tackling is **not** allowed. The first offense will result in a card, and a second violation by **any** player on the same team, during the same match, will result in a penalty kick for the opposing team.
- In the case of a tie at the end of regulation, there will be a 5-minute golden goal overtime period. If at the end of the overtime period the game is still tied, the outcome will be determined by a three (3) round penalty kick competition. If the match is still tied after 3 rounds, it will become sudden death.
- Only the designated captain is allowed to stop the flow of the game to address the officials, and all interactions with captains and officials will be made in a sportsmanlike manner.
- A yellow card will be given (at the referee's discretion) to any player who intentionally attempts to slow down the flow of the game.

FOULS & FREE KICKS

- All fouls apply except for offsides. The offside rule does not apply in a 6v6 format.
- All free kicks are direct free kicks.
- Opposing players must remain at least 5 yards off the ball.
- Once the referee signals for play to continue, the kicker has five (5) seconds to play the ball.

GOALKEEPERS

- A goalkeeper, after releasing a ball from his/her hands to be played, shall not handle the ball again until it has first been touched by a teammate, an opponent, or unless a stoppage of play occurs.
- Keepers may not use their hands when a ball is intentionally played to them by a teammate or thrown to them directly off a throw in. They are allowed to 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.

PLAYING FIELD

- Field size is approximately 80 x 45 yards
- Goals are 18 ½ x 6 ½ feet

MISCONDUCT

- Any player ejected from a match for a red card will (at a minimum) also be suspended for the following match.
- Should a player receive two (2) yellow cards in one match, he/she will be given a red card and their team will play down one player for the remainder of that match. He/she will also be subject to suspension for the following match.
- Offensive language is considered to warrant a caution card, and any language directed toward an official, an opponent, or spectators will result in ejection from the game.
- Ejections will result in a one (1) game suspension following the game the player was ejected from, and fighting will result in suspension from the entire tournament.
- The Complex Director and officials have the authority to remove any player, manager, or spectator from the game and facility. In addition, he/she has the right to stop play and forfeit a game to the opposition if, in his/her opinion, a team is making a travesty of the game.
- The Complex Director also reserves the right to suspend any player or manager from competition if harmful, profane, abusive and/or unsportsmanlike behavior or language is directed towards league officials, staff, or members of the opposing team. The Complex Director will determine the length of suspension and notify the individual(s) involved.

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