

6v6 Adult Soccer Match Rules

Number of Players/Rosters

- Number of players on a roster: 20 maximum
- 6 players on the field at a time (5 field players plus a goalie)
- Coed divisions require 2 women on the field at all times (if only 1 is available, the team must play shorthanded)
- Games cannot be played with fewer than 4 players
- A team roster and waiver must be completed and turned in prior to the first game

The Game

- Field size is approximately 47x75 yards
- Goals are 7 x 21 feet
- A size 5 ball will be used during all matches and the ball will be provided.
- Games will be 50 minutes in duration; two 25 minute halves with a 3 minute half and the clock will run continuously.
- The offside rule does not apply in the 6v6 format
- In case of a tie after regulation time during group play, the game will finish as a tie game.
- 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 goalkeeper 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 due to injury
- If subbing on the fly becomes an issue during any game, the referee may impose a rule that they 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 shin guard violation by any player of the same team during the same match, a direct free kick will be awarded to the opposing team for the shin guard rule violation.

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 shows 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 any points.

Start of Play

- Opposing players must be at least 10 yards away prior to kick offs.
- Restarts do not have to go forward after goals & to start periods.
- No drop balls in penalty area.

Fouls & Free Kicks

- 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.

Goalkeepers

- A goalkeeper, having control of the ball in their hands, and having released it from their hands to be played, either to themselves 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 use their hands when a ball is passed back to them by a teammate, unless it is played back to them off a header or chest.
- 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 take throw ins.
- Keepers may not pick up throw ins from a teammate

Penalty Kicks

- A penalty kick shall be taken 12 yards out from the center of the goalline.
- All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area, 10 yards away from the kicker. Players are not permitted on either side of the penalty area.
- Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory distance.

Throw In

- The five (5) second rule 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 from a teammate

Goal Kicks

- Goal kicks are taken anywhere inside the 6 yard goal box (One step off goal line)
- 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 the penalty area to be considered in play.

Corner Kicks

- Goals can be scored directly on corner kicks.
- Opposing players must be at least 10 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 PRCS.
- Should a player accumulate (2) yellow cards in one match their team will play down one player for the remainder of that match, and be suspended for the next game,
- Offensive language may warrant a yellow card, any language directed toward officials, opponents or spectators will result in ejection from the game.
- Final decisions regarding length of suspension will be made by PRCS.

Team Requirements

- Any teams playing with suspended 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, managers 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 PRCS 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 PRCS to see if your team is impacted.

Scoring

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

Tiebreakers

1. Head to head
2. Head to Head Goal Differential
3. Most wins
4. Goal differential (goals for - goals against = ?). Maximum 4 goal difference can be earned per game.
5. Least # of goals allowed
6. Most goals scored