

# ULETE Soccer 6v6 League

## Rules of Competition for ULETE Soccer 6v6 League

The league is designed to maximize player development. The small sided games will allow a player to compete and have fun. Players receive more touches in a smaller space, more goals are scored and players are completely engaged in the play at all times. The league is open to Boys, Girls, and Co-ed teams.

All games will be played at ULETE at 2308 Dean Way, Southlake - TX 76092. Games can be played on indoor (no walls) and outdoor turf fields.

**The Rules of Competition are as follows:**

**FIFA Laws of the Game** will govern the games with the following modifications:

Summary of Modifications (More details listed below):

- **No Player check-in or game reports / rosters at the field.** Players check-in at the front desk.
- **No Coin toss** to determine the team that kicks off or what teams will start on which side of the field.
- The **visiting team kicks off to begin** the 1<sup>st</sup> half and the home team kicks off to start the second half for all games.
- On the **indoor fields, teams do not change sides at the start of the second half** (there is no tactical advantage to be gained on either side of the field, and it helps the facilitation of substitutions). On the **outdoor fields teams do change sides** at the start of the second half (due to weather and field conditions there is the potential for a tactical advantage).
- **Substitutions are “on the fly” (Hockey style).** Players are to leave the field before their substitution enters the field. Punishment for the infraction is an indirect free kick awarded to the opposing team at the spot where the ball was when the infraction occurred. **No stoppage or referee permission is needed unless changing the goalkeeper. If changing goalkeepers, the coach must notify the referee of the change.**
- The **goalkeeper distributions** must be by hand or by rolling the ball on the ground before kicking. **Punting and drop kicks are not allowed.** Punishment for the infraction is an indirect free kick awarded to the opposing team at the spot of the infraction.
- All **penalty kicks** are to be taken at the center of the top of the Penalty Area (top yellow line of the box).
- **Deliberate heading in the 6v6 league is allowed** (these leagues are all U12 and above players)
- **Slide tackles are not allowed.** Punished as an indirect free kick for dangerous play from the spot of the infraction. If inside the Goal Area (4 yd box) the Indirect Free Kick will be taken from the line at the top of the Goal Area closest to where the infraction occurred.

If contact with a player is made during the slide tackle a misconduct card will be issued – yellow or red depending on the severity / danger of the challenge. **Note: sliding to save or play a ball, even shooting on goal, is allowed if there are no players in the proximity to cause the potential of a dangerous play. This interpretation of this exception is entirely the referee’s decision.**

- There is **no offside or “Build Out Line”** in the 6v6 league

## **1. PLAYING AREA 7 v 7**

### A. Dimensions of Field

- The field is roughly 80 feet wide by 132 feet long.

### B. Goal.

- The 6v6 goals shall ideally be 6.5 feet high and 12 feet wide.

## **2. PLAYERS & ROSTERS**

- The match shall be played with 5 field players and one goalie.
- A match may start if either team has a minimum of 4 players.
- Roster size: 14 players max can be suited to play in the game.

### Substitutions.

- Substitutions are unlimited for field players.
- On the fly substitutions for all players. This means that players can change and enter the game without having to stop the play, wait for a break in the action or ask for the referee’s permission (unless substituting a goalkeeper, in which case the coach must notify the referee).
- Player must enter and exit from the sideline in front of their bench.
- The player coming in cannot step on the field until their teammate is off. Penalized with an indirect free kick if a substitution is not done correctly. The kick is taken from the spot where the ball is at when the game is stopped for the illegal substitution.

## **3. PLAYERS’ EQUIPMENT**

### A. Footwear.

- Soccer cleats, soccer turfs or sneakers shall be worn.

### B. Shin Guards (appropriate size for the age and height of the player).

- The wearing of shin guards is required. Any player who fails to wear shin guards is not allowed to participate. No “micro / mini” shin guards are allowed

### C. Jewelry

- No jewelry is permitted to be worn by players on the field. This is true in soccer for all levels of play from the time a player starts playing up through and including professional players. This includes, but is not limited to: earrings, bracelets, permanent bracelets, hair control devices on players wrists, necklaces, friendship bracelets or string, “support bracelets/bands” watches, fitness trackers, etc. Note: medical alert bracelets may be worn and are to be taped to the wrist. Religious medallions, bracelets, necklaces may be worn but must be covered and taped to the body (necklaces must be under the shirt and taped to the body)

#### **4. The Ball**

- A size #4 soccer ball will be used for U12 games and a size #5 ball will be used for all U13 and above games..

#### **5. DURATION OF THE GAME**

##### A. Game Length.

- The duration of the game shall be 40 minutes (2x20), and 2 minutes of halftime.
- Running clock unless stopped or time added by the referee.

#### **6. START OF PLAY**

##### A. Direction.

- At the beginning of a game, the team listed as **Visitor will kick off**. The team listed as Home will kick off the second half.
- Teams will switch sides at halftime (**outdoor fields only**). Indoor fields - teams will remain on their same sides to facilitate the substitutions on the fly.

#### **7. BALL IN AND OUT OF PLAY**

##### A. Throw in (when the ball crosses completely over the sidelines).

- A goal cannot be scored directly from a throw in. It is considered the same as an indirect free kick and must touch a second player before a goal can be scored.
- The ball is in play when it enters the field of play. If the ball does not directly enter the field of play, the throw-in is retaken by the same team.
- After delivering the ball, the taker must not touch the ball again until it has touched another player. Note: opposing players must be at least 2 yards from the thrower during the throw-in.
- All the free kicks are per Fifa Laws of the game, and all the opponents must stand no less than 5 yards from the ball in all directions. If there is an indirect free kick awarded inside the Goal Area (4 yd box), the opposing players may stand on the goal line

##### B. Goal Kick (when the ball crosses completely over the goal line or end line).

- All goal kicks in 6v6 will be taken from inside the Goal Area (4 yd box) and may be taken by the goalie or any field player. Ball is not in play until it has been kicked and moves. Must not be moving prior to being kicked (applies to any direct or indirect kick).
- The opposing team must be outside of the Penalty Area until the goal kick is taken (ball is kicked and moves). Players of the attacking team are allowed to stay and receive the ball inside the Penalty Area.

b. Once the kick has been taken the opposing players are allowed to attack the ball.

#### **8. OFFSIDE**

##### A. Offside.

- There is no offside for 6v6.

## 9. GOALKEEPER

### A. Returning the ball into Play.

- After making a save, the goalkeeper has eight (8) seconds to return the ball into play (distribute the ball outside of the Penalty Area) using their hands. If placing the ball on the ground the goalkeeper must use their feet and will have unlimited time with it outside of the Penalty Area. Violation is punished with the awarding of a corner kick to the opposing team.
- Once the goalkeeper releases the ball by their hands, they are not allowed to pick up until it is touched by an opponent. Bouncing the ball is not considered release of possession.
- **NO punts or drop kicks are permitted. Note: a drop kick is defined by the keeper dropping the ball and then kicking it before the ball has bounced at least 2 times.**

### B. Pass Back.

- If a team intentionally plays the ball to their goalkeeper **with their feet**, the goalkeeper is not allowed to pick up.
  1. Deflections are permitted.
  2. Non-intentional Pass Backs are permitted as are deliberate plays not using their feet. For example, using their chest, head, thighs, etc. to deliberately play the ball to their goalkeeper.

## 10. FOULS AND MISCONDUCT

**Fifa Laws of the game apply for all fouls and misconduct.** Restarts can be direct or Indirect depending on the infraction or can be a Penalty kick if a direct free kick violation occurs against the defending team inside the Penalty area.

- Sliding tackles are forbidden and shall be penalized as dangerous play by the awarding of an indirect free kick.
- A player who unfairly impedes the progress of an opponent when not playing the ball or without the ball being within playing distance shall be penalized by the awarding of an indirect free kick. Fairly “shielding” with the ball being within playing distance is not a foul
- A player who is sent off shall not be allowed to take any further part in the competition on that day. No substitute is allowed for a player dismissed for misconduct during the game in which the offence occurred.
- Handling is a foul and is punished with a direct free kick. **NOT EVERYTIME A BALL TOUCHES THE ARM OR HAND IS IT A HANDKING OFFENSE.** There are several factors to be considered before a handling offense is called / enforced. **MOST TIMES** the ball touches the arm or hand **ARE NOT** handling offenses,

## 11. POINTS STANDING:

Win: 3 points

Tie: 1 point

Loss: 0 point

- A forfeit is equivalent to a loss. The score for forfeiture is 3-0.

## **12. TIE BREAKERS:**

A. Ties between 2 teams will be broken by:

1. Head to Head results between teams.
2. Goal differential.
3. Goals against.
4. Goals scored.
5. Coin toss.

Note: a maximum of 5 goals will be used in tie breaker considerations for goal differential goals scored and goal against.

B. Ties between 3 teams or more will be broken by:

1. Team with the most wins.
2. Goal differential.
3. Goals against.
4. Goals scored.
5. Coin toss.

## **13. OVERTIME:**

Games ending in tie will be considered a tie, except during playoffs. During playoffs, if tied, the winner will be decided on penalty kicks. Each team will attempt 3 kicks (different players) from the pk mark. If still tied kicks will continue one round at a time (one kicker per team is a round) until a winner is determined. No player may attempt a second kick until 5 different players from each team have attempted a kick.

## **ZERO TOLERANCE TOWARD REFEREE ABUSE**

A referee's decision on issues of fact connected to the game is FINAL. The ULETE Zero Tolerance Policy prohibits any person from addressing the referee during the game except to point out an emergency involving a player. The Coach is 100% responsible for the actions of their sideline (Parents, players, and other team personnel). A person who in the opinion of the referee violates the Zero Tolerance Policy will be warned and the coach may be sanctioned with a yellow card. Coach could be issued a red card and asked to leave the vicinity of the field of play for the actions of themselves or anybody they are responsible for, and the team may face further sanctions. Many referees are young people just learning to referee. Please show them the common courtesy you would expect to be shown to your child or to yourself.