

# Columbia Soccer Six-a-side Rules

**Player Roster:** There is a **max of 11 players** on each roster. Players may not play on more than one team. There must be at least four players on the field at any time. No players may be added to the roster once the tournament begins. Coed teams must field at least 2 women **ON THE FIELD** at all times, regardless of goalie gender.

**Player Equipment:** Each team should supply their own size 5 ball. Each team is required to bring primary and backup jerseys, with sleeves and permanent numbers. Home teams (listed first) are required to change uniforms if primary colors conflict. Shinguards are mandatory and must be completely covered by socks.

**The Game:** The **field is 60 yards by 40 yards**. The penalty area is 6 yards by 10 yards. The goals are 6-1/2' high x 12' wide. Games consist of two **20-minute halves** with a 3-minute halftime. There is **NO OFFSIDES**. Regulation games remain tied but playoff games ending in a tie after 40 minutes will go straight to 5-v-5 penalty kicks followed by 5-v-5 sudden death until someone wins. Opposing players must be at least 5 yards (15 feet) away from the ball on a restart. Any **yellow-carded player MUST sit for 3 MINUTES** and may **NOT be replaced**. Starts and restarts can go in any direction. **Slide-tackling** is permitted in all divisions. Goalkeepers may **NOT** handle the ball passed to them by a teammate except if the teammate **heads** the ball to the goalie. **Goal kicks are taken 1 yard off the end line**, anywhere inside the penalty area. Forfeits will result in a 1-0 loss.

**3 line violation:** A **3-line violation** occurs when a goalie or player throws or kicks the ball across 3 lines in the air towards the opponent's goal, without touching another player, goal kicks included. An indirect kick will be awarded to the opposing team at the point where the ball crossed the **first** line.

**Substitutions:** Teams may use unlimited subs: (1) on either team's goal kick, (2) after a goal is scored, (3) possession throw-in, (4) before the start of a new period. There is **NO** replacement for a carded player, the penalized team **MUST** play short (total of 5 players). Teams may not sub on a corner kick or the other team's throw-in.

**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 penalty area. The ball is live once played by the kicker, who cannot touch the ball twice in succession. Note: the kicker cannot strike a rebound directly off the goalpost without another player touching the ball first.

**5-second rule:** Any start or restart must be played within 5 seconds, i.e.: (1) a throw-in, (2) keeper gains possession, (3) a restart after a goal, (4) indirect kick, (5) direct kick, (6) penalty kicks. If a player or keeper does not restart within 5 seconds, the opposing team is awarded an indirect kick.

**'Typical' Format:** There are 2 divisions, upper and lower, each has men's & women's, for a total of 4. Each group has 4 teams and the top two teams will play in the championship game, based on points. 3 for a win, 0 for a loss and 1 for a tie. If two teams are tied after the first 3 rounds, playoff advancement will be determined by (1) head-to-head, (2) goals against, (3) goals for and (4) number of shutouts (# of games where you held your opponent scoreless.). If two teams are still tied after these criteria, they will play two 5-minute sudden death periods followed by 5-v-5 sudden death penalty kicks until a winner is determined.

**Referees:** A single referee will ref each game, two for the finals. Referee's decisions are final.

**Weather:** There is **NO** inclement weather line. Show up to play. Games will be called on the field if inclement weather occurs, in which case, your team captain will be notified.