

6v6 Coed Soccer Rules

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Basic Rules:

- Teams have a total of 6 players on the field at a time including goalie (4 men and 2 women for coed leagues). Teams can have more women than two as long as a team does not have more than six men on the field. Bench players are HIGHLY ENCOURAGED!
- Teams need a total of 4 players (and at least one woman) for an official game.
- There will be two 22 minute halves (or 25 Minute for some leagues) with a running clock and 1-2 minute halftime.
- Shin guards ARE REQUIRED.
- Kicking the ball backwards is allowed for the kick-off.
- There is NO offside rule, BUT CAMPING IS DISCOURAGED.
- Out of bounds if it goes over the line (not just touching it) or behind the goal, when in doubt keep playing until referee blows the whistle for out of bounds.
- All out of bounds kick in's which is on the ground and indirect.
- Cannot score from Goal Kick, sideline, or corner kick without touching another player either opposite team or your own.
- A goal kick should be taken on the top of the goalie box line.
- NO goal can be scored directly from the kick-off, goal kick or out of bounds.
- Teams may sub only on their kick ins and goal kicks. The player leaving the field must be off the field before a new player enters the field. Players must sub from about the middle line. Both teams should keep their gear and sub from the same side of the field.
- Goalie can use hands in the small box area in front of the goal.
- If tied after regulation it will be tie game. (Playoffs will be a 5 minute golden goal then shootout).
- All free kicks are indirect (unless noted below) with 6 yards away from the ball. All free kicks will be on the whistle if the player asks for 6 yards.
- **There is NO SLIDE TACKLING, Violation is a direct free kick and the player is out for Five Minutes. The next offense the player is out for the rest of the game and subs are allowed.**
- **A foul in the box that is determined intentional will be a penalty kick.**

PLAYERS:

Each team shall field 6 players on the field at one time (no more than 4 men). WFPR allows a team to play a legal game shorthanded with a minimum of 4 players, with at least 1 female. Teams may have as many players on their roster as they want. There is no maximum limit on the amount of females on the field at one time. All rosters must be finalized by the third week of the regular season. No players that aren't on the roster can play in the playoffs.

EQUIPMENT:

Shin-guards ARE REQUIRED. We also require matching colored shirts. We can supply pinnies them, but if you have jerseys let us know. Referees will check for dangerous equipment, referee's opinion is final. Players will not be allowed to enter play until correction has been made.

FORFEITS:

Teams will have until 10 minutes past the designated start time to field a legal team. Shorthanded teams may play a legal game with a minimum of 4 players, with at least 1 of them being female. Teams fielding less than 4 players or without at least 1 women will receive a forfeit. Exception: Teams may play a "legal game" with less than 4 players or less than 1 female with the opposing teams consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win. Teams may pick up players during the regular season in order to field a full team. Substitutes will not be allowed during playoffs.

If your team forfeits a match during the season, the following rules apply:

First Offense: Game recorded as loss and warning issued.

Second Offense: Game recorded as loss and WFPR reserves the right to remove team from league and playoffs with no refund for games not played.

Third Offense: Removal from the league and playoffs with no refund for games not played.

If you know in advance that your team is going to forfeit a game, we encourage you to call our office so as to help us schedule your opponent a game. However, this does not mean that your team will not receive the loss as a forfeit.

ROCK/PAPER/SCISSOR FOR BALL:

The beginning of the game will start with the WFPR Referee and both captains playing one game of Rock/Paper/Scissor for ball. The winning team will choose kick-off or side.

KICKOFF:

Consists of the ball being placed at midfield on the center spot. The ball is in play once it is touched backward or forward by any player.

SUBSTITUTIONS:

Teams are allowed to substitute on the fly.

TIME:

Play will be divided into two (2) 25 or 22 minute halves (depending on league) with a very brief halftime. There will be a running clock maintained by the referee. The clock will stop only during serious injury time-outs. Any delay tactics, (kicking the ball far out of bounds) will allow the referee (at his/her discretion) to stop the clock. If time wasting is being employed by a team, the offending player may be cautioned (yellow card), at referee's discretion. A game will be considered played in full when second half starts. No games will be rescheduled for weather or for any other reasons once the second half starts in any game.

INDIRECT FREE KICKS:

All Fouls are indirect unless a hard foul in the box results in a PK or slide tackle. The ball is to be placed at the point of the infraction and to be put in play by any player on the affected team. No opposing player is allowed to be within 6 paces/yards of ball prior to kick. A player stepping unnecessarily close in front of an opposing free kick may be cautioned, however, 6 paces/yards will only be granted if asked for by a member of the team with the free kick. An indirect free kick must be touched by a player (of either team) other than the person who takes the kick before a goal is scored.

Indirect kicks will occur when the goalkeeper:

takes more than 10 seconds to release the ball from his/her hands

touches the ball again with his/her hands after it has been released by his/her possession without touching another player

touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate

touches the ball with his/her hands after he/she has received the ball directly from a kick in by a teammate

Indirect kicks will occur when any player:

Plays in a dangerous manner

impedes the progress of an opponent (obstruction)

prevents the goalkeeper from releasing the ball from his/her hands

Thank you and HAVE FUN