

SAN DIEGO SIX

RULES AND REGULATIONS

SET-UP/TEAR-DOWN

This season will feature SETUP and TEARDOWN instructions:

SET-UP: If your team is the first team to play on either field, you are required to transport goals from set-up area near swimming pool and place on your field.

TEAR-DOWN: If your team is the last team to play on either field, please transport the goals to the teardown area near the swimming pool. Please remove the nets. Please preform this teardown task right after your game as the lights are on timers.

SPECIAL RULES:

Rule One:

The keeper may advance the ball with no distance limitation. This includes all punts, goal kicks, and throws. All advances by the goal keeper, however, are indirect and must touch another player before entering the opposing goal. If the ball does not touch an opposing player before entering the opposing goal, the goal will not stand and the opposing team will have an indirect free kick from their own goal kick area.

Rule Two:

The referee will make all final decisions. Please ensure your team's managers, players, etc do not approach the tournament organizers or staff in the attempt to have referee decisions overturned. Only the referee may approach the league staff in the attempt to clarify a rule or regulation.

Rule Three:

Please ensure that all Player Waiver forms are turned in at the first game of the season. For insurance and field permit purposes, this is important. Thanks you.

Rule Four:

Game will start on time. Please ensure your team and players are at the field on time.

Rule Five:

Please ensure your players have a VALID photo ID at ever game. Player and roster checks will be performed by the ref at random times throughout the season to ensure that all teams have only rostered players with signed liability forms on the field. All playoff games will be verified prior to game start.

Rule Six:

There is NO SLIDE TACKLING in this league. A player may only play the ball on the ground for a shot or to keep a ball in play, provided there is no opposition in the immediate area and ref determines that there is no dangerous play.

Rule Seven:

Coed Teams: There is no limitation on touches for male players. In addition all goals count for one when scored by either male or female.

BASIC LEAGUE RULES:

FIELD OF PLAY

1. The size of the playing field is arena sized on grass.
2. The goals are MEDIUM size adult size at 8 by 16 feet.
3. Out of bounds rules will be enforced with one exception – indirect kick-in will be utilized instead of overhead throw-ins.

THE BALL

1. A FIFA regulation size 5 ball will be used for all divisions (including Women's and Coed).
2. Balls will be provided by the league for each sanctioned game.

NUMBER OF PLAYERS

1. There are five field players and one goalkeeper permitted on the field during the game.
2. Coed will have six players (3 men and 3 women) on the field and a goalkeeper of either gender. Please note: A female can be substituted in the place of a male, but not vice versa. Under no circumstances will a COED team have more than four guys total on the field).

SUBSTITUTIONS

1. There are unlimited substitutions throughout the game.
2. Substitutions can take place any time during the game (player must be fully off the field prior to the new player subbing into the game).
3. All substitutions must occur at the half-field mark.

REFEREES

1. A one-man system will be utilized (with the possible exception of the playoff games where 2 refs might be used).
2. The referee will enforce the rules of the game as stated by FIFA with the exception unique rules designed for this league. The referee may stop the game clock at his discretion.
3. The referee will keep the official time on the field.
4. All ref decisions are final and will not be overruled by the league officials.

DURATION OF THE GAME

1. The duration of games will be 2 twenty five minute long halves with a continuous clock.
2. There is a 2 minute halftime.
3. The game clock will only stop at the referees' discretion.
4. The referee will keep the official time on the field.
5. There will be no time outs allowed.

TEAM ROSTERS

1. A team may carry up to 12 players on their roster (Coed up to 14).
2. Prior to the start of the first league game, one team roster shall be submitted to the league organizers with the printed names of all players.
3. Rosters can only have 5 changes made to it and only up till the 4th game of the season. No exceptions.
4. All waivers MUST be fully completed and signed by each player prior to their team's first match.
5. If the roster and waivers are NOT submitted to the league organizers prior to your team's first match then your team will FORFEIT that game.

FORFEITED GAMES

1. Any team who fails to show for a scheduled match will forfeit the game to the opponent.
2. The result will be tallied as a 3 to zero win for the opponent.
3. The team forfeiting the match will receive a 3 to zero loss.
4. In addition, the team that forfeits will pay \$20 to the league before their next game. This fee will be provided to the team that received the forfeit win for inconveniences.
5. Acceptable forfeits need to be made at least 72 hours prior so notification can be sent to the opposing team.

DISQUALIFIED PLAYERS OR TEAMS

1. The organizing committee reserves the right to disqualify any individual player or a team for any ungentlemanly conduct, unfair play or very physical play.
2. If a team is disqualified they will NOT be refunded their registration fee and the remaining games will be forfeited.

ISSUANCE OF RED/YELLOW CARD

1. If a red card is issued (by the referee) to any player, the player receiving the red card may not participate in their teams next league game. Once he serves the one game suspension, he may continue to play in the league.
2. If three (3) yellow cards are issued to any individual player during the length of the league, the player receiving the yellow cards may not participate in their teams next match. Once he serves the one game suspension, he may continue to play in the league.

FOULS

1. Slide tackles and aggressive play from behind will NOT be permitted. A player may only play the ball on the ground for a shot or to keep a ball in play, provided there is no opposition in the immediate area and ref determines that there is no dangerous play.
2. Contact determined to be too physical by the referee will not be tolerated and will result in a direct free kick for the opposing team.
3. Indirect and Direct Free kicks will be issued by the referee (as stated by FIFA in the Laws of the Game). All fouls within the field of play are direct...EXCEPT when in the penalty box. The ref will determine whether or not the free kick will be indirect from the point of infraction or direct (penalty kick).
4. The opposing players must give 5 yards between them and the ball.
5. Free kicks must be taken from the point of the infraction unless the infraction occurs in the penalty area. If it occurs in the penalty area the ball shall be placed at the top of the penalty arc, for a Penalty Kick.

KICK OFFS

1. A kick off is a Direct Free Kick.
2. The ball must be played forward.
3. The winner of a coin toss will select to kick-off or defend a goal. The team listed first on the schedule will call the coin toss.

KICK-INS

1. Kick-Ins will take place when the ball crosses entirely over the touch lines.
2. A goal may NOT be scored directly from a kick-in. It is an Indirect Kick.
3. When the ball crosses the end line for a goal kick, the goalkeeper must kick the ball back into play. The goalkeeper may not punt or throw the ball into play from a goal kick.

GOALKEEPING RESTRICTIONS

The following infractions shall cause the referee to stop play and award a Indirect Kick to the opposing team at the top of the penalty arc:

1. The handling of an intentional back pass from a teammates foot.
2. The goalkeeper must distribute the ball within 6 seconds of handling it.

STOPPAGE OF PLAY

1. Failure by a team to put the ball into play within six seconds, as signaled by the referee, shall result in a possession turnover to the opponent. The possession turnover is a Indirect Kick.

POINT SYSTEM AND GROUPINGS

1. Each team is guaranteed to play 10-12 games (depending on division).
2. Teams will receive 3 points for a win, 1 point for a tie and 0 points for a loss.
3. The specific division grouping rules has been sent out via e-mail to all managers.

Playoff eligibility and playoff advancement will be determined by the following:

1. The winner of the head to head match will be placed higher (if applicable), if remained tied:
2. Goal Difference. The team with the best goal difference will be placed higher, if remained tied:
3. The team with the most goals for will be placed higher, if remained tied:
4. The team with the least amount of goals against will be placed higher.
5. The playoff games will have a penalty kick shootout to determine advancement.

PENALTY KICK SHOOT-OUT

1. The penalty kick shoot-out will be taken 12 yards from goal.
2. The penalty shoot-out is best of 5. If tied after five, the shooting rotation may begin again.