

# Cocoa Expo 6V6 Match Laws

All FIFA, USSF & USYSA Laws apply with these exceptions:

**FIELD:** 60 X 40 yards, penalty area (30' x 24'), GOALS (6' x 12') BALL: size 4 (provided)

**NUMBER OF PLAYERS:** Min 6, Max 12 players on roster. Games are played with five field players and a goalie, minimum number of players on the field not less than four. Only the 12 players that are on your original roster are eligible to play. Players are not eligible to compete on more than one team in the same division. Teams caught with an ineligible player will be required to FORFEIT that match. (0-3 Loss)

**ALL DIVISIONS:** Injured players out for the season may be replaced with new player. Managers may replace any player for not showing up for games. No roster changes after fourth (4th) game in season, except for injured player with a doctors note.

**NO SLIDE TACKLING:** Sliding to block a shot on goal is allowed, BUT if it endangers a player or is deemed unsafe by the Referee, the Referee will call a foul.

**YELLOW CARDS:** The Referee has the option, when giving a YELLOW Card, to have the player sit out for two minutes.

**SUBSTITUTIONS:** Teams may have unlimited subs: 1) either team's goal kick 2) after a goal is scored 3) during injury time out 4) possessional throw-ins 5) before start of new period 6) after a yellow card has been issued. \*carded players may be substituted for (Referee's choice), except keepers (Unless RED CARDED). NO SUBS will be permitted on the fly, or during corner or indirect kicks. (Referee must approve all subs.).

**PLAYERS EQUIPMENT:** SHINGUARDS ARE MANDATORY and must be completely covered by socks. A penalty kick will be awarded to the opposing team for the shinguard rule violation.

**UNIFORMS:** Each team has to bring a light and a dark t-shirt to the game. Onsite it will be decided by the referee which team is wearing dark and which team is wearing light color t-shirts. Goalkeepers may wear their private goalie uniforms.

**THE GAME:** Adult's 2 x 25 min. halves with a 3 min. halftime. **OFFSIDES DOES NOT APPLY.** In case of a tie after regulation time, the game will finish as a tie game. **GAME TIME is forfeit time, NO GRACE Period**

**PLAYOFFS:** Every game counts toward points for season champions. The top teams (depending on how many teams are playing in the division) will advance to the playoffs.

**START OF PLAY:** Opposing players must be at least 5 yards away prior to kick offs. Restarts: Ball does not have to go forward after goals & to start periods. No drop balls in penalty area.

**FOULS & FREE KICKS:** All direct and indirect fouls apply. 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. PUNISHMENT: Indirect free kick, Offensive Indirect kicks must be taken outside of the goal area.

## GOALKEEPERS:

1) A goal keeper, having control of the ball in hands, and having released it from his/her hands to be played, either by himself/herself or a teammate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.

2) KEEPERS MAY NOT HANDLE THE BALL PASSED OR THROWN-IN TO THEM BY A TEAMMATE, Except: headers. Punishment: an indirect free kick will be awarded to the opposing team at the top of the penalty box.

3) Once the keeper has handled the ball they have (5) seconds to put the ball back in play. Failure to do so will result in an indirect free kick for the opposing team at the top of the penalty box.

4) Keepers may not throw, punt, or drop kick the ball in the air over (3) lines (estimated 15 yards).

## PENALTY KICKS:

1) 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.

2) On indirect kicks players must remain 5 yards from ball. Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory 5 yards. (No subs during any penalty kicks).

**THROW INS:** The (5) second rule and the (3) line violation lines (estimated 15 yards) also applies for throw-ins. The opposing team will regain possession after a (5) second infractions.

**GOAL KICKS:** Goal kicks are taken 1 yard off the GOAL line, anywhere inside the penalty area (One step off goal line) Once the ball is retrieved, the player has 5 seconds to play the ball. Punishment An indirect kick will be awarded, to the opposing team, at top of the penalty area. Goal kicks must exit penalty area to be considered in play.

**CORNER KICKS:** Goals can be scored directly on corner kicks. Opposing players must be at least 5 yards away (5) second rule applies. No substitutions are allowed during corner kicks.

**3 LINE VIOLATION:** A goalkeeper is guilty of a 3 - line violation, when he/she passes or throws the ball across 3 lines (estimated 15 yards) in the air, (cone to cone) towards the opponent's goal, without touching or having been played by another player on either team. An indirect free kick from the center kickoff spot for 3 line violations will be awarded, to the opposing team. The Kick Off spot is considered a line.

**MISCONDUCT:** Players ejected from a match will be suspended for at least the following match. Ejections for fighting or any other actions deemed violent may result in suspension from any further play in that season. Should a player accumulate 2 yellow cards or 1 red card in one match, their team will play down one player for the remainder of that match, he/she will also be suspended for the following match or have the option of paying a \$20 fine to play in the next game. Offensive language is cautionable (final decisions regarding length of suspension will be made by league director). Fines may be paid to overturn suspensions for non violent fouls (RED CARD) \$20.00 for Adults.

**TEAM REQUIREMENTS:** Team Managers should check with the Referee to verify scores after their game. Once the Referee turns in the scores, they are final.

**REFEREES:** One referee will be assigned to each match.

**POINTS:** WIN = 3 pts, TIE = 1 pts, SHUTOUT = 1pt, LOSS = 0 pts, 3 or more GOALS over opponent 1 pt, FORFEIT = 3-0 win =5 pts

**TIEBREAKERS:** 1) Highest Goal Differential, 2) Least # of Goals allowed during the season.

**INCLEMENT WEATHER:** Unless you were called, the games are still on. You may call **321-639-3976 ext. 20** to see if your game has been cancelled or postponed. The person at this number will know by 5 PM on game day. Regardless of weather conditions, coaches and their teams must appear on the field of play, ready to play as scheduled. Failure to appear will result in the forfeit of the match. Only referees, League Director and/or Field Marshall 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 that time will stand.

There must be four (4) or more teams to start play in any division. If there are less than 4 teams in any division by sign-up deadline, there will be NO division. We do have the option to combine divisions so everyone can play. Should this happen, the league will make a decision with input from the teams involved.

**ALL ADULT PLAYERS MUST HAVE A PHOTO-COPY OF THEIR DRIVERS LICENSE OR STATE ISSUED ID ON FILE WITH TEAM REGISTRATION FORM, SIGNED BEFORE THEY CAN PLAY IN ANY GAME.**