6v6 Soccer Rules

The following is a summary of rules and regulations for Intramural 6v6 Soccer. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the FIFA Laws of the Game. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility

All Intramural 6v6 Soccer games are played outside the Wade King Recreation Center on the track field. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

Teams

No Intramural Soccer teams may have any players who are on the varsity soccer roster. Please read the Intramural Participant Handbook for more participation policies.

Men’s and Women’s
Teams consist of 6 players with a minimum of 4 required to start a game. A team can have a maximum of 12 players on their roster.

CoRec
Teams consist of 6 players, teams can consist of 3 female identifying and 2 male identifying players OR 2 female identifying and 3 male identifying players. Goalies can be any gender. A minimum of 4 players is needed to start a
game, with no more than 3 being of a single gender and no less than 2 of a single gender. A team can have a maximum of 12 players on their roster.

**Open**
Teams consist of 6 players with a minimum of 4 required to start the game. A team can have a maximum of 12 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

## Equipment

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry
- Metal Cleats
- Knee or elbow braces with exposed metal
- Ball caps
- Non-closed toed or non-athletic shoes
- Anything with hard metal or plastic exposed
- Anything deemed unsafe by the on-site supervisors

## Gameplay

Play consists of two twenty minute halves with a five minute half time. The clock will only stop for injuries, or at the discretion of the official.

Games that end in a tie during the regular season will be scored as a tie. During playoffs a tie game will result in a five minute period. If the game is still tied, each team will take five alternating penalty shots, using the offensive players and goalie on the field at the end of regulation play. If it is still tied, penalty shots will continue. At this point the penalty shots will be sudden death (if one team makes their shot and the other misses, that team is the winner).

Mercy Rule: If one team is ahead by 7 goals at half time or anytime in the second half, the game will be called and that team declared the winner.

### The Game Procedures

- **Kickoffs/start of play**
  - For a legal kickoff, the ball may be kicked in any direction
  - Kickoffs are direct (a goal can be scored from a kickoff)
  - All players must be on their half of the field at kickoff at a minimum of 10 feet from the ball until it is kicked.
  - The kicker may not play the ball again until it has been played by another player on either team.
  - The offside violation will not be in effect for 6 v 6 soccer.

- **Substitutions**
  - Substitutions may be made at the discretion of the referee during moments of play when the ball goes out of bounds.

- **Direct Kicks**
  - All fouls in 6v6 soccer are direct.
  - Direct free kicks occur when an opponent attempts to or kicks, trips, jumps, charges, strikes, holds, pushes, or intentionally handles a ball.
A goal can be scored from a direct free kick
Opposing players will quickly yield 10 feet from the ball. Dissent upon a request from the official will result in a yellow card
If a player taking the kick delays longer than five (5) seconds after having been signaled to do so by the official, the ball will be turned over to the opposing team to take the restart.

- **Indirect Kicks**
  - All fouls in 6v6 soccer are direct.

- **Penalty Kicks**
  - Penalty kicks will be taken from the top of the penalty box.
  - Once the ball is spotted the player kicking the penalty has five (5) seconds to play the ball.
  - A penalty kick may be awarded even if time has expired.

- **Fouls**
  - A player who commits any of the following offenses will be penalized by the official awarding a free kick to be taken by the opposing team from the point of infraction, at the official discretion. There will be no whistle to restart play. All calls are at the officials discretion.
  - Inadvertently kicking or attempting to kick an opponent while attempting to strike the ball.
  - Inadvertently tripping an opponent while attempting to play the ball.
  - Inadvertently charging an opponent from behind while attempting to play the ball.
  - When not playing the ball, intentionally obstructing an opponent: standing between the opponent and the ball to form an obstacle. Obstruction is not called when a player has the ball and is shielding to prevent an opposing player(s) from stealing the ball or if the ball is kicked down field and a player attempts to run through an opponent who has established position.
  - Pushing a player in an attempt to prevent them from getting to the ball.
  - Playing in such a manner as to be out of control.
  - NO SLIDE TACKLING!
  - Playing the ball while lying on the ground or having a hand/knee on the ground.
  - Intentionally playing the ball with hands.
  - If a player holds an opponent in an effort to prevent them from going to the ball.

- **Out of Bounds/Throw-Ins**
  - The ball is out of bounds when it has wholly crossed the goal line or touch line whether on the ground or in the air.
  - The Thrower must have both feet on the ground on or behind the touchline; the thrower must use both hands, throw the ball from behind and over the head in one continuous motion.
  - A goal cannot be scored directly from a throw-in.
  - All players must be at least 2yds away from the point of the throw in
  - The thrower may not play the ball again until it has been played by another player on either team.

- **Goal Kick/Corner Kick**
  - If the attacking team causes the ball to go out on the goal line a goal kick will be awarded
  - If the defensive team causes the ball to go out on the goal line a corner kick will be awarded
  - A goal can be scored directly from a corner kick

- **The Goalie**
  - The goalie may use their hands to control the ball within the goal box
  - The goalie must release the ball within six seconds of controlling the ball
  - The goalie may not touch the ball with their hands when a player on their team deliberately kicks the ball to them, or when receiving a ball directly from a throw in, will result in a direct free kick for opposing team
  - The goalie may touch the ball with their hands when deliberately passed from their teammates head, or chest.

- **Scoring**
A goal is awarded when the whole of the ball completely crosses the goal line.

- **Yellow Cards/Cautions**
  - A yellow card will be shown for the following offenses: unsporting behavior, dissent by word or action, persistent infringement, delaying the game, failure to maintain 10 feet on direct or indirect free kicks, and any other minor fouls deemed necessary by the referee.
  - All cautioned players may be substituted.

- **Red Cards/Send offs**
  - A red card will be shown for the following offenses: serious foul play, violent conduct, spitting at someone, denying the opposing team an obvious goal scoring opportunity, using offensive, abusive or insulting language, and receiving a second caution in the same match.
  - Any player receiving a red card or second yellow card must immediately leave the field of play, and cannot be substituted for the remainder of the match, i.e. the team must play down one player for the rest of the game.
  - Any ejected player must meet with the Intramural Coordinator before that person can participate in any future intramural event/sport.

### Injury and Blood Rule

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

### Sportsmanship

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”.

**5 pts- Above and Beyond Conduct and Sportsmanship:** Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition.

**4 pts- Good Conduct and Sportsmanship:** Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.

*Teams who default will receive a 4-sportsmanship rating*

Updated: 01/05/2022
3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

2 pts- Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team’s actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.
*Teams who no show
*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.