

6v6 Adult Soccer League
Southern Soccer Association (SSA)

General Rules:

- Each team will field 5 outfield players and 1 goal keeper.
- Players are allowed to be of either gender.
- Field size will be 100 x 180 feet . Goal size will be 6'x12'.
- All game rules, unless specified in this document, will be in accordance with FIFA, international governing body of soccer.
- **NO GUEST PLAYERS ALLOWED!** Any team that plays with guest players will forfeit that game.

Player Requirements:

- Team will fill out roster, and pay all according fees set forth by SSA. The Team will be registered with SSA, and players must have current player passes from Florida State Soccer Association.
- Teams must have at least 4 field players including a goal keeper to begin. Late arrivals will be allowed to sub-in when ready.
- Substitutes are unlimited and “on the fly”.
- Players must wear matching colored kits with numbers.
- FIFA Authorized footwear is required. **NO METAL CLEATS** will be allowed.
- Shin guards are required.

Play Rules:

- Games will consist of two 25 minute halves with 1 referee. Halftime will consist of 5 minutes. Clock will run nonstop. Added time will be at the discretion of the referee, but encouraged not to add excessive time.
- Tough play is encouraged, but slide tackling is not legal. Play on the ground will be at the discretion of the referee, but dangerous play will be judged for a foul and discipline will be issued
- Yellow cards and Red cards will be issued for all deserving offenses, in accordance with FIFA regulation. A first Yellow card is will result in the offending player leaving the field of play without a substitute being allowed. The offending team

must then play down one outfield player for two minutes. After the two minutes, the offending team will be allowed to add a player. A second yellow card warrants a red, which requires the player to be send off, and the offending player's team is to play down one player for the duration of the game. Two Yellow cards receive a suspension of following game. Automatic Red is required suspension of following game. If behavior warrants, SSA reserves the right to hand down multiple game suspensions, monthly suspensions or expulsion from the league.

- Any ball that goes over the Touch Lines will be played in with a throw in. Any ball that travels over the End Lines will result in a Goal kick or a Corner Kick. Corner Kicks are to be played per FIFA rules. Free Kicks will be given a minimum of 5 yards by opposing players if team requests it. Quick restarts are allowed, at the discretion of the Referee.
- Penalties given for infractions inside the designated goal box. When a penalty is given, the offensive player will place the ball at the penalty kick spot. The keeper cannot move off his line until ball is struck.
- Goal Keepers are allowed to use hands inside the designated Goal Boxes. Goal Keepers are not allowed to "Handle" the ball outside of said area. Goal Keepers are not allowed to pick up balls directly played back by field players of the same team. Goal Keepers are not allowed to kick, punt, or throw the ball past the half line, however the Goal Keeper is allowed to kick past the half line if he first places the ball on the ground. One bounce drop punts are not allowed. Goal Keepers are allowed to slide for oncoming balls into the Goal Box, as long as safety is taken into concern from all players. Goal keepers are allowed to use their hands if the ball is thrown to them by their own team on a throw in and the goal keeper is in their designated area.
- There is no offsides rule.
- The Referee has the final say on any and all "on field" calls, goals, discipline, and ejections. Each team will provide a captain, who may converse with the referee, but all referee decisions are final.
- Each player is expected to hold themselves in the highest accords with FIFA's *Fair play and Sportsmanship* rules. Foul language, inappropriate gestures, violence, intentional dangerous play, and any other activities that violate the rule or spirit of the game, or the rules of Southern Soccer Association and/or the rules of its facilities will be subject to discipline, removal, suspension, and/or expulsion from the league.
- There will be a member of the board present at all times during league play if any team captain has anything that they feel should be brought to the board or SSA officials.

League System:

- **Games will be played on Sunday afternoons coinciding with field availability as scheduled by SSA. All rainouts will be rescheduled for the end of the season.**
- **All Wins will be worth 3 points, Ties will be worth 1, and Losses will be worth 0**
- **Standings determined by the teams that have most accumulated points at end of season. Ties will be broken in the following order: Goal Differential, Goals For, Goals Against, Head-to-head, coin flip.**
- **There will be a tournament at the end of the season for the teams that will consist of a single elimination knockout tournament (based on the number of teams in the league). Number of teams participating in the Season ending tournament will be announced prior to the start of the regular season.**
- **Overtime will consist of 2 five minute halves with Golden Goal unless teams agree on classic over time format. Penalty kicks to follow with 5 players from each team consisting of players who were on the field when match play ended.**