

QUINCY PARK DISTRICT – YOUTH SOCCER

6 v. 6 Rules

PLAYERS & EQUIPMENT

1. Each team is allowed to have 6 players on the field (including 1 goalkeeper). There is no minimum number of players to start and end a game.
2. **Shoes:** Regulation, rubber cleats, plastic cleats, and tennis shoes are the only permissible footwear. **No steel cleats may be worn.**
3. Shin guards are **MANDATORY**
4. Referees have two key jobs: To officiate the game and to keep the playing environment FUN, SAFE, and focused on the child.
5. The 3-4 Co-ed division will use a size 3 ball.
6. All other divisions will use a size 4 ball.
7. 3 girls and 3 boys should play on field at same time if possible for 4th-6th Co-Ed
8. A girl must touch the ball before goal is tried for 4th-6th Co-Ed

GAME FORMAT

1. 3-4 Co-Ed and Kindergarten-1st grade games will consist of two 15 minutes halves with running clock. A 5 minute halftime will be given between halves.
2. 2nd-3rd and 4th-6th grade games will consist of two 20 minutes halves with running clock. A 5 minute halftime will be given between halves.
3. A coin toss at the beginning of the game shall determine which team has the choice of a goal to defend or kicking off first. The loser of the toss shall have the remaining option. Between halves, each team shall exchange ends and alternate the kickoff.
4. This league is developmental in nature, thus scores will not be kept.
5. Opposing parents/ coaches and players should shake hands after the game.

START OF PLAY

1. At the referee's signal, the game shall be started by a player taking a place kick into his/her opponent's half of the field (a forward pass).
2. The kicker may not play the ball again on the kickoff until it has been touched or played by another player on either team.
3. After a goal is scored, the team scored against shall restart play by a kickoff.
4. Between halves, teams will exchange goals to defend and the team who received first half will kick off second half.

SUBSTITUTIONS

1. Substitutions can be made at any stoppage and are unlimited.
2. The goalkeeper may change positions with a player on the field during a stoppage of play or a substitution, provided the uniforms are legal and the official is notified prior to the change.

SCORING

1. A goal is scored when the entire ball passes legally beyond the goal line between the goal posts and under the cross bar, provided that it has not been carried, thrown, or propelled by the hand or arm. A ball on the goal line is not considered to have crossed the goal line.
2. If a defending player, other than the goalkeeper, intentionally stops the ball with his/her hands or arms to prevent a goal from scoring, then a goal is awarded and no penalty kick is awarded. **Penalty:** At the discretion of the official, the offending player may be presented with a card.
3. A goal MAY be scored during play directly from a:
 - a. Kickoff
 - b. Corner Kick
 - c. Drop Ball
4. A goal MAY NOT be scored during play directly from a:
 - a. Indirect free kick
 - b. Throw-in
 - c. Free kick into a team's own goal

GOALKEEPER PLAY

1. The referee shall remove without caution any player who intentionally charges and contacts the goalkeeper.
2. From the moment the goalkeeper takes control of the ball with the hands within his/her own penalty area, he/she has six seconds in which to release the ball into play. Possessions include holding, bouncing, or throwing the ball in the air and catching it again. After it has been released into play, the ball shall be played or touched by another player before the goalkeeper can touch it again with the hands.
3. The goalkeeper in possession of the ball must not be interfered with or impeded in any manner by an opponent.
4. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch the ball with his/her hands. **Penalty:** Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area.
5. A goalkeeper shall not touch the ball with his/her hands when receiving it directly from a throw-in by a teammate.

6. The goalkeeper may not touch the ball with his/her hands outside of the penalty box, but he/she may play the ball with any other part of the body.

FOULS & MISCONDUCTS

1. A player shall be penalized if he/she:
 - a. Handles the ball with his/her arms. This does not apply to the goalkeeper within his/her penalty area, provided the ball is released within the prescribed 6 seconds.
 - b. Trips an opponent, including throwing or attempting to throw an opponent by the use of legs.
 - c. Pushes or holds an opponent with the hand or any part of the arm or body.
 - d. Plays dangerously (kicks, strikes, attempts to kick or strike, jumps at an opponent, charges in a violent or dangerous manner, kicks dangerously in front of an opponent.
 - e. Illegally obstructs and opponent by interfering with an opponent's movement without the ball.
2. A player or coach will be cautioned (yellow card) for the following:
 - a. Entering the field of play without the permission of the official.
 - b. Persistent infringement of any of the rules of the game.
 - c. Verbal objection or action indicating dissent toward the official.
 - d. Unsportsmanlike conduct, which will be at the discretion of the official.
3. A player or coach will be ejected (red card) for the following:
 - a. Exhibiting violent conduct or committing serious foul play including, but not limited to, deliberately handling a ball to prevent it from going into the goal or committing a foul against an opponent who is moving toward his/her goal with an obvious opportunity to score.
 - b. Use of vulgar language, profane or abusive language.
 - c. Fighting
 - d. An ejected player cannot be replaced by a substitute and that team must play short-handed.

FREE KICKS

1. Free kicks shall be classified as:

Indirect- two touches, meaning a goal cannot be scored unless the ball has been played or touched by a player other than the penalty kicker before passing through the goal.

Free kicks are awarded for the following:

- a. Handling the ball with hands or arms
- b. Tripping the opponent, including throwing or attempting to throw an opponent by the use of legs and slide tackling.

- c. Pushing an opponent with the hand or with any part of the arm or body.
 - d. Holding the opponent.
 - e. Playing dangerously (kicks, strikes, attempts to kick or strike, jumps at an opponent, charges in a violent or dangerous manner).
 - f. Improper substitution
 - g. Charging a goalie or not allowing the goalie to move the ball
 - h. Unsportsmanlike conduct.
 - i. **Offsides (enforced in 4th - 6th grade games):** Offsides occurs when an offensive team attempts to pass to a player that is beyond the defense's last defender (minus the Goalie). The offensive player needs to be equal/behind this last defender when in the opposing team's defensive zone. The penalty is an indirect kick for the other team, at the spot of the penalty.
2. Corner kicks
- a. A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding that area between the goal posts and under the crossbar, either in the air or on the ground, having last been touched or played by the defending team.
 - b. Players of the defending team shall be at least 10 yards from the ball until it has been kicked.
3. Goal Kicks
- a. A goal kick shall be awarded to the defending team when the entire ball passes over the goal line, excluding that area between the goal posts and under the crossbar, either in the air or on the ground, having last been touched or played by the attacking team.
 - b. Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
 - c. The ball shall be kicked from the ground from any point within the goal area by a player of the defending team. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.
4. Throw-In
- a. A throw in shall be awarded when the opposing team last touches or plays the ball before the entire ball passes beyond the touchline either in the air or on the ground.
 - b. The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground behind the touchline. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.
 - c. On a throw-in, the ball is playable by either team when it has left the hands of the thrower and any part of it breaks the plane of the touchline.

OTHER RULES

1. Parents/coaches, non-playing players and spectators should be there to enjoy and encourage the activity of the youngsters.
2. No alcoholic beverages will be consumed or allowed on Park District property.
3. Opposing parents/coaches and players should shake hands after each game.
4. No pets will be allowed.

RAIN OUT INFORMATION

For rain-out information call, the **RECREATION HOTLINE AT 223-9625** and follow the prompts for the 6 on 6 Youth Soccer League. The Quincy Park District provides a **RECREATION HOTLINE (223-9625)** number for the participants of the 6 on 6 Youth Soccer League. We would appreciate cooperation from you in utilizing this to its fullest potential. We advise you to wait until after 4:00 P.M. to call the HOTLINE NUMBER, as this will allow us sufficient time to make sure that a current and up-to-date message has been posted to the HOTLINE.

RAIN OUT INFORMATION will also be posted on our WEB-SITE and SOCIAL MEDIA DAILY. (www.quincyparkdistrict.com; www.facebook.com/QuincyParkDistrict) Go to the Quincy Park District web site in the center column and it will say if the games have been cancelled for that night.