

ARENA SOCCER PARKS

6 V 6 LA WS OF THE GAME

LAW 1 - Number of Players & Substitutions:

Maximum of 6 per team on field at any time (adult teams) (youth teams vary) and a minimum of 4. Penalties are delayed if it would reduce a team below 4 players. Guaranteed Substitutions: The restart of play shall be delayed to allow the completion of substitution for the following situations: (a) after a goal has been scored, (b) after a time penalty has been awarded, (c) during any time out (injury, team, or referee), (d) at any unusual stoppage acknowledged by the referee, and (e) prior to the start of each period.

Both teams may substitute at their own risk before goal clearance, drop balls, and kick-ins. The restart of play shall not be held up for the completion of these substitutions. Teams may substitute on the fly at all other times during the game. Coed games consist of 3 three and 3 women. A team may play with more than 3 women at a time, but not more than 3 men.

LAW 2 – Player Equipment:

Consists of a team shirt (must be identical in color to all other teammates except goalie), flat-soled shoes are recommended when the turf is dry, turf shoes (or any soccer shoes with traction) are recommended when the turf is wet. Players may not wear rings (except wedding bands), watches, earrings, or hard hairpieces. Shinguards are mandatory (no exceptions). Only goalies may wear hats (soft bill only) In order to keep sun from their eyes. Players will not be allowed to play with a hard cast (even if it is wrapped).

LAW 3 - Duration of the Game:

Two 22 1/2 minute halves (8 week season). Each team is allowed one-30 second time-out per half. A time-out can be called by the goalie with the ball at his/her feet or hands while in the goal box, or by a field player when the ball is out of play and in his team's possession. During a playoff game, if the score is tied at the end of the game, a shoot out will decide the winner (five vs. five and then 1 vs. 1 if necessary). Finals will have one 5-minute sudden death overtime followed by a shoot-out. All games will be played with a "running clock." The clock will be stopped at all two-minute penalties, yellow cards, red cards, serious injuries, time-outs and any other time the referee signals the scorekeeper.

LAW 4 - Three-Line Violation:

A player is guilty of a three-line violation when he passes or last touches the ball across three lines (the two white lines and the center line) in the air toward his opponent's goal line without the ball touching another player, the perimeter wall or the referee between the two white lines. The opponents receive a free kick at the center of the first white line that the ball crossed.

LAW 5 - Free Kicks:

All free kicks are direct (including the kick off). A team will have five seconds to take a free kick. Quick restarts are allowed. No whistle is required on Free kicks unless the player with the ball asks for 15 feet. A whistle is then required before starting play. A player will receive a two-minute penalty if he/she encroaches (does not attempt to back up to 15 feet but instead blocks the ball or attempts to block the ball). A two-minute penalty may be given if player is delaying the game (such as holding or keeping the ball from the other team).

LAW 6 - Shootouts:

A penalty shoot-out is a restart from the center of the red line taken by an opponent against the goalkeeper. It is awarded irrespective of the position of the ball, for any of the following offenses committed while the ball is in play:

- (a) A defender commits a penal offense inside his own penalty box or inside the goal, which results in a penal time penalty.
- (b) A defender commits a penal offense from behind, in his own half of the field and outside his penalty box, and denies an attacker a reasonable goal scoring opportunity (one defender between the attacker and the goal).
- (c) The last defender (between the attacker with the ball and the goal) commits a penal offense, which denies the attacker a reasonable goal scoring opportunity.

LAW 7 - Goal Keeper Restrictions:

If a goalkeeper commits any of the following infractions inside his own penalty box, the opponents shall be awarded a free kick at the penalty spot.

- (a) If the goalkeeper has control of the ball with his hands, he may not release the ball into play and then handle it again until it has touched an opponent.
- (b) Goalkeepers may not bounce the ball.
- (c) If a teammate intentionally passes the ball to the goalkeeper with his feet, the goalkeeper may not handle the ball.
- (d) If the ball goes out of play over the end line, the ball is given to the referee who then throws it back to the goalkeeper. The goalkeeper must release the ball within 5 seconds to a teammate by throwing the ball. If he kicks the ball or dribbles the ball a free kick will be given to the opposing team from the top of the arc.
- (e) A goalkeeper may not intentionally clear the ball out of play. If this is done and the referee recognizes the infraction the restart for the Opposing team will be on the top of the arc. If the goalkeeper commits any of the following infractions, the opponents shall be awarded a free kick where the offense took place.
- (f) If the goalkeeper gains possession of the ball outside his penalty box, he may not handle the ball inside of his penalty box until it has been touched by an opponent or play has been stopped.

LAW 8 - Fouls and Misconduct:

A player who intentionally trips, boards, jumps at, pushes, holds, violently charges, or charges in the back of an opponent, or who intentionally handles the ball shall be penalized by a free kick. Any of these offenses judged to be very serious by the referee, regardless of their location, shall be penalized by a two-minute penalty against the offender. A player guilty of a second penal offense in any game shall receive a yellow card. The third penalty shall result in a mandatory ejection. A player guilty of obstruction and dangerous play can also be awarded a two-minute penalty. A player could be given a blue card for dissent the team can replace the player so they do not play short, however the player must serve the two minute penalty. A slide is defined as follows: a player must leave his/her feet or touch a knee to the ground. The slide will be considered a foul if an opponent is also challenging for the ball. Offending players could receive a 2-minute penalty if the tackle is intentional and severe. Diving headers and scissor kicks are allowed if it is not considered dangerous by the referee. A non-playing personnel (coach, parent, spectator etc.) is guilty of ungentlemanly conduct, he/she shall be awarded a yellow card or ejection (red card), but no time penalty shall be served by any player for a non-player's misconduct. If a player is guilty of violent conduct, or receives a red card for another reason, he shall be ejected for the remainder of the game (he must leave the ASP) and must serve a minimum one additional game suspension. All RED CARDS will also carry a minimum \$10.00 reinstatement fee (please refer to RED CARD policy for additional information). may be replaced by a substitute who must serve a five-minute penalty before entering the game. The individual player that the Red Card was issued to must serve the penalty in the penalty box. Attempting to kick ball over the freeway net may result in an automatic red card and suspension from the remainder of the season (no refund). Foul and abusive language may result in a red card! Bench Misconduct: Bench misconduct is physical or verbal abuse by bench personnel (including coaches and substitutes). When the referee cannot identify the perpetrators, the first bench misconduct by a team shall result in a Bench Misconduct warning to the team. Any subsequent bench misconduct shall result in a team time penalty against the team. The referee may still award penalties against individuals he can identify.

Power Play Return: If one team is reduced by penalties to fewer players on the field than its opponents and the team having more players scores a goal, then the player who has served the most of his penalty time can return to the game. Only one penalized player may return on each goal. If one player from each team receives a blue card for the same offence at the same time both teams must play short for the duration of the penalty regardless of any goals scored.

Ineligible Players: If a player has received a red card and has not served a one-game suspension immediately following the red-carded game, his/her team will forfeit all games until the suspension is served. The same penalty will apply to players playing out of required age limit (a 33 year old playing in the 35 and older league). Any player playing illegally is the responsibility of the coach (captain). Any player who plays illegally (plays with out being on roster or is too young for league) will be issued an automatic red card, and the team will forfeit that game.

RED CARD Policy:

A red card holds a minimum one-game suspension, and a red card carries a \$10.00 reinstatement fee. If the suspended player chooses not to pay the \$10.00 reinstatement fee, then that player will not be allowed to play in ANY league at ASP. ASP's management will review all red cards. Multiple game suspensions are possible. If a single player receives 3 red cards, then that player will receive an indefinite suspension from ASP. It is the responsibility of the suspended player to report to ASP management to check on the status of his/her red card suspension. Fighting will not be tolerated at the ASP, and will result in a red card, and or forfeit, and or league suspension for any player(s) involved, including the entire team if necessary!

- (a) 1st red card infraction = minimum 1 game suspension. \$10 reinstatement fee.
- (b) 2nd red card (within a season) = 3 week suspension. \$20 reinstatement fee.
- (c) 3rd red card (within a calendar year) = minimum 1 season suspension. \$40.00 reinstatement fee.
- (d) Threatening referee = minimum 1 year suspension (probable indefinite suspension).
- (e) Spitting at the referee or physically touching the referee = lifetime suspension.
- (f) One punch (hit or miss) = 8 weeks minimum suspension (no refund).
- (g) Any intentional action to cause serious injury (head but, etc.) will result in a minimum one-year suspension and probable indefinite suspension.

Any player who leaves the bench in a fight will receive a red card and a minimum one-game suspension. Any player suspended for fighting will not be allowed to participate in any of the leagues at ASP throughout the entire suspension. ALL FEES ARE NON-REFUNDABLE TO SUSPENDED PLAYERS.

SPECIAL PLAYING RULES:

1. All games except play-offs concluding with a tie score after regulation time will be considered a tie game.
2. Two points will be awarded for a win, one for a tie, and zero for a loss. The tiebreaker procedure will be (a) Head to head, (b) goals against, and (c) goal differential. Any team that forfeits a game will lose the game by a 10 to 0 score. A seven-minute grace period is allowed before a forfeit is awarded.
3. All players awarded a red card will serve a minimum one game suspension and may be suspended entirely from all remaining games if the management deems it necessary, depending on the severity of the incident (refer to RED CARD policy).

CO-ED RULES:

Teams may have a maximum of three men on the field. Penalties must be served by the player who committed the foul unless the goalie commits the foul. If the goalie is a male, a male must serve the penalty. The gender that caused the penalty will be the gender missing from the field. Male players can touch the ball a maximum of three, consecutive times. Male players can score a maximum of three goals per game. Goals scored by a woman will count for two points. If the offensive player that caused an own goal is a woman, the goal will count for two points; otherwise it will result in one point. If it is unclear who caused an own goal to result, then it will count for one point. In the event of overtime shoot-out, all goals whether scored by a woman or man will result in one point. Men also receive unlimited touches in the shoot-out. The sequence of the team's shooters will be boy-girl, boy-girl.

PROCEDURE FOR SEVERE WEATHER CONDITIONS:

1. Please call ASP 1.5 hours before game to Inquire about game status. Games are rarely canceled due to rain.
2. Games will only be canceled if management deems the field unplayable. Wear shoes with traction when playing on wet turf.
Games are played at ARENA SOCCER PARKS when the turf is wet.
3. If you have any questions during severe weather conditions, please phone your designated soccer park.

SPECIAL REMINDERS:

1. All players must wear shin guards. Shin guards will be available to rent for \$1.00 per game or to purchase in the office. ASP suggests that players wear flat-soled shoes when the turf is dry and turf shoes (a sole with extra traction) when the turf is wet. Cleats are not permitted.
2. ASP will not close on holidays except Christmas, Christmas Eve, Easter, Thanksgiving, Labor Day, New Years Eve, New Years Day, and July 4th. Teams will be expected to play or forfeit on all other holidays. There will be no make-ups for teams unable to play on non-ASP holidays or other special occasions.
3. Your team may play less than the 8 scheduled games if one or more opponents forfeit or drop out of the league. ASP will not refund any fees for games not played due to opponent forfeits.