

BASIC GAME RULES

CalCitySports uses FIFA rules with only a few exceptions to adhere to the 6 vs 6 game

- Players must be at least 18 years of age
- 6 Players max on the field - 4 males and 2 females (4 males maximum on field at once)
- Players must remain outside of the goal box unless the ball is in the box
- Unlimited substitution at anytime w/o stopping play
- 4 feet high x 6 feet wide goals
- No goalies
- Running Clock
- Players must wear shin-guards
- All free kicks are direct kicks (you can score from kick-off)
- There is no offsides
- There is no sliding (see details)

Goal Box Rules

- This is a judgment call made by the referee
- A goal box will be placed in front of each goal using flat cones. It will extend 5 yards out and 2 yards to each side of the goal posts.
- Players on both teams are not allowed in this box unless the ball is in the box. However, a player caught in the box that is not effecting the play will not be penalized. He or she will simply be warned by the referee to exit the box.
- If the defensive or offensive player is clearly in the goal box area before any shot takes place (must be a shot close to scoring), or if the player is effecting the play by being inside the box, then the following will occur:

- o A defensive penalty will result in a penalty shot on an open goal 20 paces/yards out with no goalie.

- o All players must remain behind or even with the ball (20 yards away from goal)

- o Players cannot begin running towards the goal until the shot is taken, and cannot touch the ball unless it deflects from the post. If the ball does not score, go out of play, or hit the post, it will be a goal kick.

- o An offensive penalty will result in a free kick for the defensive team.

- If there is a foul committed within 5 yards of the goal box by the defense, the offensive team has the option of backing the ball up so they have 5 yards of space between the ball and the defensive wall.

Sliding Rules

- There is no sliding, however, if a player slides to reach for the ball or save it from going out he will not be penalized as long as there is no opposing player in the vicinity. In addition, if a player slides after the play has finished he or she will not be penalized unless there is contact with another player.

Scoring Rules

- Any game during the regular season that ends in a tie, will be recorded as a tie, and both teams will be rewarded 1 point in the rankings
- It is possible to score from the kickoff and from a corner kick.
- Goals scored by both males and females will be counted as 1.
- There is no mercy rule

Point System

Teams will be placed in the postseason based on the regular season point system:

- 3 Points for a Win
- 1 Point for a Tie
- 0 Points for a Loss

Tie Breakers:

Playoff seeding will be decided by the following tie breakers:

1. Goals For Minus Goals Against (Goal Differential)
2. Goals For
3. Goals Against
4. Head to Head
5. Coin Toss

Team Rules

Each team will field 6 players at any one time. The minimum number of players allowed is 4. Anything less will result in a forfeit, however players from both teams will be allowed to play pick up for 1 hour. If your team is forced to forfeit, they will be fined \$40 for referee fees. Each team can field a maximum of 4 males at any one time. but as many females as they would like (maximum of 6 players on the field at once).

Substitution Rules

Players may substitute at any time on an unlimited basis. Substitutes will stand behind their respective goals or on their side of the half line and come on and off only on their side of the field. If a team is caught playing with more than 6 players at once, they will be penalized to 5 players for 2 minutes.

Uniform Rules

- Teams will be required to wear either a white color shirt or dark color shirt (**no gray**)
- Players must wear soccer shorts or sweat (athletic) pants
- Socks must cover shin guards
- Shin Guards
- Soccer cleats
- No baseball cleats
- No hats or sunglasses are allowed. Player may wear beanie.

Game Rules

- If 1 team is not ready after 5 minutes from the scheduled start time, a goal will be given to the opposing team with their permission. If a team is not ready after 10 minutes they will be forced to forfeit.
- The team wearing white will kick off first half.
- Teams can substitute at anytime without the referees discretion.

Referees

- A one man referee will control the game using the rules of California City Sports
- Keeps game score
- Control of match time and timed penalties
- The referee has the ability to adjust the time, to make sure the next game starts on time
- The referee has the discretion to start the game clock if teams are not ready.
- The referee makes all final decisions

Time Rules

The game will be 1 hour long, consisting of (2) 28- minute halves separated by a brief halftime. A running clock will be maintained by a referee. The clock will not stop during minor injuries.

Corner Kick Rules

No players are allowed in the goal box during corner kicks until the ball is inside. Defenders must stand 5 yards away from the corner kick.

Encroachment Rules

Restarts after fouls only require a 5 yard radius if the kick taker asks the referee. If the kick taker asks the referee for 5 yards, then the ball cannot be restarted until the referee blows the whistle.

Timed Penalties

- Any major foul (as seen by the referee) will be punished by a 2- minute penalty (yellow card).
- Sending-Off offenses (red card) will be punished by ejection of the specific players at fault, and the team must play short 1 player for 5- minutes.
- Penal time penalties may be assessed against players for committing any of the offenses outlined above.
- These penalties shall be administered by a Caution or a Sending-off by the referee, depending on the nature and severity of the offense.
- If a player is given a 2 minute penalty (yellow card), no sub can come in for the player until those 2 minutes are up.
- If the opposing team scores a goal, the penalized player will be allowed back on the field.
- If a player is ejected (red card), then that team will play short 5 minutes, and then will be allowed to add another player to the field.
- All penalties or ejections of non-playing personnel (substitute players, coaches, friends, etc.) will result in a 2 minute penalty to the offending team.

Ejections

Players or non-players shall be ejected (red card or 2 yellow cards) for incidents of:

- Violent conduct or serious foul play.
- Foul or abusive language or action.
- Dissent.
- If a player receives two yellow cards in any two games during the regular season, he/she will be suspended for the very next game.
- If a player receives a red card in any game, he/she will be suspended for the very next game.
 - If a player receives his second yellow card or first red card on the last game of the regular season, Cal City Sports will decide if that player will be suspended for the first playoff game depending on the severity of the offense.
- An ejected player may also be suspended from future games depending on nature of offense. Decision will be decided by California City Sports.
- A player can be ejected at the referees discretion. If the player starts or participates in any violent action, he or she will be ejected automatically.
- An ejected player must exit the area immediately.
- If the same player is ejected three times during regular season or playoffs, then that player will be suspended from the league for the remainder of that season.
- Cal City Sports reserves the right to suspend a player for the rest of the season or from the entire league at anytime if actions permit.

Overtime Rules

Two 5-minute SUDDEN DEATH halves

Sudden death will be used in the playoffs. A sudden death playoff will involve 5 players on each team (each team will drop one guy) for the first five-minute overtime. For the second five-minute overtime, each team will play with 4 players (each team drops another guy). If neither team scores after two overtime periods, then teams will go into a shootout.

Shootout Specifics:

1. A coin flip will decide who shoots first
2. All players can participate including players on the bench, however each player must have played in the game at some point in order to shoot (no players who sat out entire game due to injury will be allowed).
3. There will be 5 shooters per team.
4. Teams will alternate (guy/girl) from 20 paces/yards out at an open net.
5. If it ends in a tie, the shootout will move to sudden death, so there will be 2 shooters (1 from each team), and if 1 player on a team misses, while the other scores, the game is over. If both shooters make it or miss it, the next 2 shooters shoot. So on and so forth.
6. Team must shoot in a guy girl alternating format. Every player must shoot before someone shoots twice (unless you run out of girls). If all the girls have taken a shot, but not all the guys have shot, a girl must shoot twice to keep the alternating format.

Forfeit Rule

If a team cannot field at least 4 players, the team will forfeit the game and be fined \$40 for referee fees. The team has the option to pick up players from other teams with the opposing teams permission.

The winning team from a forfeit will be awarded 3 points in the standings, with the game recorded 0-0.