



9v9 Soccer Rules
RULES OF THE GAME

FIFA rules apply if not modified within

- **NO SLIDE TACKLING.**
- There is **NO OFFSIDES.**
- The keeper **MAY NOT** pick up the ball if the ball is passed back by their own teammate. This is the same rule as in regular outdoor soccer.
- All kicks are **INDIRECT.**
- A midfield line violation occurs when a goalie **handles** the ball and then dropkicks, punts, or throws the ball over the midfield line without the ball touching the ground or player first. The same rule applies to goal kicks. If there is a midfield line violation the result is a free kick to opposing team from the center of the midfield line. However, a goalkeeper may set the ball down after **handling** the ball, thus becoming a field player, and play the ball over the midfield line as a regular field player can do. He/She may not pick the ball back up after setting it down.
- A goalkeeper must have at least one foot inside the penalty box to utilize their hands.
- All games consist of 2-22 minute halves with a 2 minute half time. All games shall be started **promptly** at the appointed time.
- If the ball makes contact with the top netting an indirect free kick will be given to the team that did not last touch the ball. The kick will be taken directly underneath the place that the ball hit the net. However, if the ball makes contact with the net above the goal box of the defending team, the ball is to be placed just outside the goal box.
- **Thrown Ins** - When the whole of the ball passes over the perimeter touchline it shall be thrown in from the point at which it passed over or made contact, by a player from the opposite team from that of the player last making contact.
- **Goal Kicks** - When the whole of the ball passes over the end line, having last been played by a player of the attacking team, play shall be restarted with a free kick. The kick is taken by a player on the opposing team from any point in the goal box. (a) Ball in Play: When a goal kick has been taken and the player who has kicked the ball touches it again before it has left the goal box, the kick must be retaken. (b) Player Positions: Players of the team opposing that of the player taking the kick shall remain at least 10 feet away from the goal box until the ball has been played. (c) Violations/Kicker: If a player taking a goal kick plays the ball a second time after it has exited the penalty area, but before it has been touched by another player, a free kick shall be awarded to the opposing team.
- **Corner Kicks** - When the whole of the ball having been last played by one of the defending team passes over the end perimeter touchline or makes contact with a designated out of bounds area between the corner markings, excluding when a legal goal is scored, a member of the attacking team shall take a corner

kick. A goal may be scored directly from such a kick. Players of the team opposing that of the player taking the corner kick shall not approach within ten (10) feet of the ball until it is in play.

- All players **MUST wear regulation shin guards** during play. Under no circumstances may a player participate without shin guards. Socks must completely cover the shin guards.
- Teams are required to have matching colored shirts or jerseys. The team listed first on the schedule must change shirts if there is a color conflict.
- The goalkeeper shall wear colors that distinguish him from field players and the referee. Any field player who replaces the goalkeeper must comply with this rule. Long pants, long sleeved jersey, knee and elbow pads are strongly recommended for all goalkeepers, but not required.
- A game shall be played by two teams, each consisting of not more than nine nor less than six players on the field, one of whom must be the goalkeeper. If a team is not able to meet the minimum required players it will be a forfeit of 3-0 to the other team. If neither team is able to field the minimum required players it will be a double forfeit (0 team points to both teams) and the game will NOT be replayed.
- Coed Teams must have a minimum of 3 females on the field to field a full team. If a coed team is unable to field any females the team forfeits the game with a score of 3-0. Coed Teams must have a minimum of 3 females on the field to field a full team. If a team has less than 3 females, the team must play down those players. Thus, 2 females, the team plays with 8 on the field; 1 female, the team plays with 7. If a coed team is unable to field any females the team forfeits the game with a score of 3-0.
- Games shall not start unless a team has the minimum number of players present on the player surface by designated forfeit time (5 minutes past the game start).
- Team may use a maximum of 3 non-roster players. A team must have the minimum required players from their own roster; otherwise it is a forfeit of 3-0 to the other team, in order to use these 3 non-roster players. Moreover, the 3 non-roster players **MUST** be on the roster of some other team (and must have a valid waiver) in the current league. **NO GUEST PLAYERS!**
 - In addition, a team may only use non-roster, **if and only if** they are unable to field a full side. Thus, if a team has only 8 player they may only use 1 non-roster player; 7 players, then 2 non-roster players; 6 players, then 3 non-roster players. The only exception for coed teams is if a team has 9 males and no females they may then use up to 3 non-roster females. As stated above, the maximum of non-roster players still 3.
- Substitutions may be made at any time on an unlimited basis during the game, provided the player substituted for is within one yard of the halfway line and does not interfere with play at the time the replacing player enters the field of play. Any teammate may change places with the goalkeeper at anytime as per regular substitution procedures, provided the referee is notified.
- Any player receiving a yellow card will not be allowed to play in the game for 2 minutes. The team may put in a replacement player.
- Any player receiving 2 yellow cards will not be allowed the play the remainder of the game and will be asked to leave the playing area. The team must then play down a player for 2 minutes. The player will also receive an automatic 1-game suspension.
- Any player receiving a **DIRECT** red card will not be allowed to play the remainder of the game and will be asked to leave the playing area and perhaps the building depending on the severity of the penalty. The

team must then play down a player the remainder of the game. The player will also receive an automatic 1-game suspension.

- **Playoff Tie-Breakers** - In the event of a tie during a playoff/final game, teams will move directly into a penalty shootout. Teams will pick 3 players to take a set of penalty kicks. If the teams are still tied after the initial set of penalty kicks, then teams will move directly into a sudden-victory penalty shootout until one team scores unanswered. All penalty kicks will be taken 12 feet from the goal-line.