



## High School Summer Outdoor Soccer 6v6 Key Rules

- No sliding at any time - even if it's safe. GKs can slide provided the slide starts from within their own box.
  - Sliding results in an indirect free kick, unless a foul is committed
- Throw-ins are used if the ball goes over the sideline...throw ins are indirect
- Goal kicks and corner kicks are used when the ball goes over the endline
  - Goal kicks must be taken on one of the dots in front of the goal
- Subbing is only allowed on:
  - Goal kicks
  - Injuries
  - After a goal
  - Halftime
    - No subs on any throw ins.
    - Subs ARE NOT "on the fly"
    - Subs must be at the midfield line and can enter when waived on by the referee
- Midline rule:
  - Ball cannot go over the midline in the air on any goal kick or GK distribution when they play the ball from within their own box
  - All dead ball restarts played from within the box cannot travel over midfield.
  - Field players can play the ball over midfield during dynamic play
  - Any balls played illegally over midfield will result in an indirect free kick from the spot on the midline the ball crossed
- About GK's:
  - Goalkeepers cannot punt or drop kick the ball after a save
  - After a save, they can put the ball to their feet and play it out like a field player, but they must be outside the box to clear the ball over the midline
- Kickoffs can go forwards or backwards...Kickoffs are direct
- No offsides
- Pass back to the GK rule is in effect
- FIFA rules apply with direct and indirect free kicks...both are used during outdoor play
- In the event of inclement weather, games that are played indoors will use our normal JunglePlex indoor rules
- The HOME TEAM changes color if there are uniform conflicts
- Home team gets the kick-off, teams defend the side they warm-up on in the first half. Switch sides for the 2nd half
- Cards:
  - Yellow and Red cards only
  - No time penalties are associated with the yellow or red cards
  - A player receiving a yellow must be subbed immediately, and cannot return until the next opportunity to sub
- Shinpads must be worn at all times by all players
- No jewelry of any kind can be worn
- Rosters are "frozen" once the team's 3rd game of the session starts
- Coaches must be 21 years of age or older
- Teams must have 5 players to start a game (4 + a GK)
- Referee decisions are final