

**Gainesville Regional Soccer League's  
Eli Moore Benefit Tournament  
6 v 6 Soccer Rules and Regulations**

The tournament will be played in accordance with FIFA rules as modified by the following changes:

**TEAM ROSTER LIMITATIONS**

1. All youth players must be granted written permission by their parent(s) or guardian(s). A parent permission form must be filed with the tournament director prior to play. Youth players will be registered according to the FSSA/FYSA Youth Playing in Senior Games procedures.
2. The maximum number on a team roster may be 12. Of these, a minimum of 10 must be adults over the age of 18, and 2 may be youth players, not less than 16 years of age.

**PLAYERS & EQUIPMENT**

1. Each team shall consist of 6 players each (including 1 goalkeeper). Each team must have a minimum of 4 players in order to begin a game.
2. Due to injury, a team may continue with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
3. Each team is required to wear numbered shirts of one distinguishable color. Jerseys must be clearly and permanently numbered by stencil, heat transfer, silk screening, or shall be sewn on. Magic marker or other ink, tape, and peel and stick numbers are unacceptable. In the event both teams have the same, or similar colored jerseys, as determined by the referee, the away team may wear penneys or practice vests. Each goalie should wear a shirt that contrasts in color to that of all other players. No shirts v. skins is permitted.
4. Shoes: Regulation, rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Sandals, street shoes, hiking boots, combat boots, or metal spikes are not allowed. No player will be allowed to participate in bare feet. No steel cleats or shoes with detachable steel cleats that screw onto the shoes may be worn.
5. Shin guards are mandatory and must be completely covered by socks.
6. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material must be covered with at least one-half inch of padding for safety reasons. Players wearing a cast or splint will be permitted to play only after approval from the referee.
7. If eyeglasses are worn, they must be unbreakable. Players are responsible for the safety of his or her own eyeglasses.
8. No jewelry or any other item deemed dangerous by the referee may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play. Taping of jewelry is not permitted. Medical bracelets may be worn, but must be taped.
9. Headwear: Players may wear a knit or stocking cap during play. Caps with soft bills may be worn by goalies, but only after approval from the referee.
10. Games will be played with a size 4 ball, which will be provided by the Gainesville Regional Soccer League (GRSL), and considered adequate for play by the center referee.
11. Co-ed teams must have a minimum of 2 female players on the field when playing with 6 players. A co-ed team may play with 0 females and 4 male players. If a male player is ejected, the number of male players on the field is reduced by 1. If a female player is ejected, the number of female players on the field is reduced by 1

**GAME FORMAT**

1. The field will be approximately 60 x 40 yards. The penalty box shall start at the goal line, and go 10 yards into the field of play. The total width of the penalty box shall be 24 yards. The penalty spot shall be inside the penalty box, 8 yards away from the goal line, centered with the goal. There shall be an arc at the top of the penalty box, with an 8 yard radius. There shall also be a circle at the midfield line (center circle) with an 8 yard radius.
2. Each game will consist of two 25-minute halves with a running clock. The clock will only stop for injuries. The game officials will be responsible for keeping the game clock. Halftime will be 5 minutes.
3. Game time is forfeit time. A team must have the minimum number of players to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting 5 minutes into game time for the minimum number of players to show. In the event that they decide to wait, that decision is irreversible

and game clocks will be adjusted accordingly. If a team decides to wait, play will start as soon as the opposing team has the minimum number of players present.

4. There will be a coin toss at the beginning of the game. The visiting team calls the coin toss. The team that wins the toss determines which side of the field they will defend first. The team losing the toss gets the kick off. Between halves, each team shall exchange ends and alternate the kickoff.
5. Mercy Rule: A game shall be called if a team is ahead by five (5) goals with five minutes or less remaining in the game and ten (10) goals with 7 minutes or less. In the event that a score remains tied at the end of regulation play, the game will remain tied in round robin play. In the semi finals, or final tournament games, a five-minute sudden death extra period will be played followed by a shootout until a winner is determined. The shoot-out will proceed as follows:
  - a. The referee shall choose the goal at which all of the penalty kicks shall be taken.
  - b. Each captain will select any five different players on the field to take the penalty kicks.
  - c. The winner of a coin toss shall have the option of kicking first or second. The visiting team calls the coin toss.
  - d. Teams will alternate kickers. There is no follow-up on the kick.
  - e. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
  - f. If the score remains tied after each team has had 5 penalty kicks, each team will select additional players (one of whom was on the field at the end of regulation) to take kicks in a sudden death situation. Each team will alternate kicks until one team scores and the other team does not score, thus ending the game without more kicks being taken.
  - g. No player may take an additional kick until all those players who were listed on the game report and present have kicked.

## **START OF PLAY**

1. At the referee's signal, the game shall be started by a player taking a kick off from the midfield line. The ball does not have to go forward at the start of each half, or at a restart after a goal. All players shall be in his or her team's half of the field and all players of the team opposing that of the kicker shall be at least 8 yards from the ball until it is kicked.
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. Penalty: Indirect free kick at the spot of the foul.
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. A team may substitute 'on the fly.' The player leaving must be in the substitution zone located on the field of play at the midfield line before the substitute is permitted on. If any infractions occur on a substitution, an indirect kick will be awarded, from the spot where the ball was at the time the referee blew the whistle, to the team that did not commit the infraction. An infraction is defined as a player entering the field before the exiting player has entered the substitution zone.
2. No substitutions may be made during a penalty kick, or if a throw-in occurs in the substitution zone.
3. The goalkeeper may change positions with a player on the field during a stoppage of play, 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. 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 (in the opinion the referee) stops the ball with his or her hands or arms in the penalty area 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 red card and ejected from the game.
3. A goal MAY be scored during play directly from a:
  - a. Kickoff
  - b. Penalty Kick

- c. Corner Kick
  - d. 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
  - d. Goal Kicks

### **GOALKEEPER PLAY**

1. The referee shall remove without caution any player who intentionally charges and contacts the goalkeeper. Warnings will be issued to players dangerously charging but not contacting the goalkeeper.
2. From the moment the goalkeeper takes control of the ball with the hands within his or her own penalty area, they have six seconds in which to release the ball into play. Possession includes 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. Penalty: Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area (in that case, at the top of the penalty area).
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 or her own goalkeeper, the goalkeeper is not permitted to touch the ball with his or her hands. A goalkeeper shall not touch the ball with his or her hands when receiving it directly from a throw-in by a teammate. Penalty: Indirect free kick awarded to the opponent at the spot of the violation, unless in the goal area (in that case, at the top of the penalty area).
5. The goalkeeper may not touch the ball with his or her hands or arms outside of the penalty box, but they may play the ball with any other part of the body.
6. Goalkeepers may not punt or throw the ball past the midfield line in the air, without touching or having been played by another player on either team. Penalty: indirect free kick for the opposing team, at the spot on the midfield line where the ball crossed.

### **MIDFIELD LINE VIOLATION**

1. A player may not pass a goal kick or free kick from inside his or her own penalty area, past the midfield line in the air, without touching or having been played by another player on either team. Penalty: indirect free kick for the opposing team, at the spot on the midfield line where the ball crossed.

### **FOULS AND MISCONDUCTS**

1. There will be no offside penalty.
2. A substitute must enter for a player that has been cautioned (received a yellow card), with the exception of the goalkeeper. The cautioned player may re-enter the field of play after five (5) minutes.
3. If a player/coach is ejected from a game (RED CARD), that player/coach shall be automatically suspended from the next game unless the red card was a result of two yellow cards.
4. If a player or coach accumulates 2 RED CARDS at any point during the tournament, that player or coach will be disqualified from participating any further in the tournament.
5. Violent Conduct (VC) ejections will result in additional disciplinary actions, including immediate total suspension by the Tournament Director and Head Referee.
6. A player or team demonstrating behavior unbecoming to the GRSL such as, but not limited to, fighting, threats to other players or referees, violent conduct, vulgar or obscene language may result in suspension or expulsion from the tournament. Such behavior is also subject to the criminal laws of the State of Florida.

### **FREE KICKS**

1. Free kicks shall be classified as:
  - a. Indirect - two touches in which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.
  - b. Direct - a goal can be scored directly by the kicker

2. All free kicks may be kicked in any direction from the point where the infraction occurred, except the penalty kick, which must be taken from the penalty spot and kicked forward. Free kicks are awarded for the following:
  - a. Handling the ball with hands or arms.
  - b. Tripping an opponent, including throwing or attempting to throw an opponent by the use of the legs and slide tackling.
  - c. Pushing and opponent with the hand or with any part of the arm or body.
  - d. Holding an opponent.
  - e. Playing dangerously (kicks, strikes, attempts to kick or strike, jumps at an opponent, charges in a violent or dangerous manner).
  - f. Charging an opponent in a dangerous manner.
  - g. A player playing the ball a second time before it has been played by another player at the kickoff, a free kick, a penalty kick, a corner kick, a goal kick, or by the thrower following a throw-in.
  - h. Improper substitution.
  - i. Dissension by word or action toward a referee's decision.
  - j. Unsportsmanlike conduct.
  - k. To resume play after a player is ordered off the field for persistent misconduct or violent conduct.
  - l. Illegal obstruction (interfering with an opponent's movement without the ball).
  - m. The goalie taking more than the allotted six seconds at any one possession.
  - n. Charging the goalie or not allowing them to move with the ball.
3. When a free kick is being taken, a player of the opposite team shall not approach within 10 yards of the ball until it is in play. A violation of this may cause player removal from the game. The ball must be stationary when kicked, and after being kicked, the kicker shall not play the ball a second time until it has been touched by another player.

## **PENALTY KICKS**

1. A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, is committed by a defending player within his or her team's penalty area.
2. All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 10 yards from and behind the penalty mark until the ball is kicked.
3. A penalty kick shall be taken at the penalty spot, 8 yards away from the goal line.

## **THROW-INS**

1. 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.
2. 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.
3. 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.
4. Players have 5 seconds to throw the ball back into play. Penalty: after 5 seconds, the opposing team will regain possession, and have a throw in.

## **GOAL KICKS**

1. A goal kick shall be awarded to the defending team when the entire ball crosses 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 played or touched by the attacking team.
2. Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
3. The ball shall be kicked from the ground one yard off the end line, within the penalty 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. The player taking the goal kick has 5 seconds to take the kick. Penalty: after 5 seconds, the opposing team will regain possession, and have an indirect free kick at the top of the penalty box.

## **CORNER KICKS**

1. 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.
2. Players of the defending team shall be at least 10 yards from the ball until it has been kicked.
3. The ball shall be kicked from the ground within the quarter circle, including on the lines, nearest where the ball left the field of play.
4. After the corner kick, the ball may be played by any player except the one who executed the kick.
5. The player taking the corner kick has 5 seconds to take the kick. Penalty: after 5 seconds, the opposing team will regain possession, with an indirect free kick one yard off the end line in his or her penalty box.
6. Goals can be scored directly on corner kicks.

## **STOPPAGE OF PLAY DUE TO INJURY**

1. Play will stop when the ball is out of play or at a time deemed suitable by the referee.
2. If the referee stops play, the game will re-start with a drop ball.
3. Injured players must stay on the field and on the ground.
4. Time will be stopped for medical attention, and play will resume as soon as the player is off the field.

## **REFEREES**

1. USSF certified referees will referee all tournament games.
2. One referee will be assigned for each match. Two referees for the semi-finals and final.

## **WEATHER**

1. Regardless of weather conditions, teams must appear at the field of play, prior to the scheduled time of play. Failure to appear will result in the forfeit of the match. Only referees and/or GRSL directors can cancel or postpone a match. Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered official and the score at the time will stand.

## **SCORING**

1. The following points will be allocated:
  - a. Win=6 points
  - b. Tie=3 points
  - c. Loss=0 points
  - d. Shutout=1 point
  - e. In the event of a forfeit, the non-forfeiting team is awarded 6 points (for a 3-0 win). The forfeiting team will have 3 points removed from their team standings, and have 3 goals charged against them (for a 0-3 loss).

## **PLAYOFFS/TOURNAMENT**

1. Tournament brackets will be set up by the GRSL Tournament Director. Teams will be notified of their tournament bracket at least two weeks prior to the tournament.
2. The tournament will consist of 3 games, with the top 4 teams from each bracket advancing to the semi-finals and the winners of the semi-finals advancing to the final.
3. The scoring system outlined above will apply to the tournament, to determine which team(s) advance to the semifinals and final.
4. In the event there is a tie in the number of points, the following tiebreakers will be used, in the following order, until one team breaks the tie:
  - a. Head to head competition
  - b. Most wins
  - c. Goal differential
  - d. Least number of goals allowed

- e. Most goals scored
- f. A sudden death game, length to be determined by GRSL directors (to advance to the playoffs), or a coin toss to determine seeding in the playoffs.