



SSC Adult Fútbol League

SSC AFL is a member of SCASA

Rules and Procedures 6v6

RULES: The 6v6 Division of the SSC Adult Fútbol League (AFL) will be played using two 30-minute halves, and the FIFA Laws of the Game shall apply to all matches unless otherwise stipulated here.

1. **FIELD OF PLAY:** Goal size – 6.5 x 12 ft. Fields are 40yds wide/60yds long. Goal Box/Penalty area is 8yds x 24yds, with the Third Line is being 20 yds from the goal mouth.
2. **NUMBER OF PLAYERS:** Six-a-side. Minimum number of players on the field of play is 4 (four).
3. **SUBSTITUTIONS:** Either team may have unlimited substitutions; substitutions will be “on the fly” which means that match play does not need to be stopped in order for substitution to occur.
4. **PLAYERS EQUIPMENT:** A player may not wear anything dangerous to another player as determined at the discretion of the referee. SHINGUARDS ARE MANDATORY!
5. **UNIFORMS:** All players must play with numbered (screened) matching jerseys. Goalkeepers must wear distinct colors. Goalkeeper jerseys do not require a number.
6. **REFEREES:** One referee will be assigned to each match.
7. **DURATION OF THE GAME:** The game is two 30 minute halves with a 5 minute half-time.
8. **GRACE PERIOD:** There is a 5 (five) minute grace period.
9. **COMPLETION OF GAME:** If a game is abandoned by the referee due to weather conditions the following shall apply:
 - if abandonment occurs after the completion of the first half, the score at the time of abandonment shall stand as the final score.
 - if abandonment occurs during the first half, the balance of the game shall be rescheduled and remaining time played. The rescheduled game shall commence at the time when the game was abandoned (e.g. the 16th minute) with the score as it stood at the time of abandonment (e.g. 3-1).
10. **OFFSIDES:** There will be no offside violations.
11. **START OF PLAY:** Opposing players must be a minimum of 5yds away prior to all kickoffs. Kick off does not have to be played forward to start play. a goal may NOT BE scored directly from a kick off.
12. **THREE LINE VIOLATION:** If the ball crosses “three lines” in the air without touching the ground or a player it is considered an infraction. This violation is subject to an indirect kick from the point where the ball passed the first line.
13. **GOALKEEPER RESTRICTION/PRIVILEGES:** The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 6v6 games (including, the back pass, the 6-second time period to release the ball after possession; and double possession). Slide tackling is permitted by goal keeper only within penalty kick area.
14. **GOAL KICKS:** Taken no further than 2yds of the goal line within the penalty kick area.
15. **FREE KICKS:** Opposing players must remain at least 5yds from the ball. Once the ball is stationary, the kicker will have FIVE seconds to play the ball after being signaled by the referee to do so. Infraction will result in an indirect free kick!
16. **PENALTY KICK:** A penalty kick shall be taken from the penalty mark. (10 yds from the goal line). All players except the kicker and the opposing goalkeeper must be outside the penalty area at least 5yds from the ball.
17. **CORNER KICK:** The FIFA Laws of the Game that pertain to regular 11v11 games also apply in 6v6 games except that players must be a minimum of 5yds away from the ball.
18. **GOALS SCORED BY FEMALES:** count 2 points, except for penalty kicks. A pk taken by a female counts as 1 point.
19. **SLIDE TACKLES:** Will not be permitted in league except for goalkeepers within penalty kick area, restart of play will take place with indirect kick from location of infraction.
20. **BALL SIZE:** A size 5 ball will be used in all matches
21. **OBSCENE LANGUAGE:** Any player guilty of using the “F Bomb” will be issued a straight red card. The team and player will be penalized according to the red card rules and penalty point system.

ROSTERS/PLAYER CARDS:

1. Each team can carry up to 13 players (exceptions will be made on a case by case basis).
2. All players must be properly registered with SCASA (South Carolina Amateur Soccer Association).
3. Every player must have a valid seasonal Player Card (i.e. with a completed SCASA validation sticker), which is completely filled in and laminated. The card must at least include a picture, player's signature, and team name.

GAME DAY PROCEDURES: The following are the game-day procedures:

1. Show up at the field at least 30 minutes before scheduled game time and immediately have each player check in with referee. Prior to kick-off give every player his/her card. They in turn show it to the Referee/ AR before the start of the game.
2. Players who arrive after the start of play must present their player cards to the AR prior to entering the match.
3. No player may play without a card, and cards WILL BE CHECKED at every game.
4. The Referee will keep all player cards during the game and will return them to the Team Rep / Captain after the game. After the match, the Team Rep / Captain must make a point to get with the Referee to collect their team's player cards.
5. If a player is ejected during the game the Referee will keep the ejected player's card and shall turn the card as well as an incident report to the League Administrator.
6. If a team uses/plays or attempts (i.e. "attempts to deceive") to use/play a non-registered or non-rostered player or a player without a card then the game will be awarded as a forfeit to the opposing team, and the Team Rep. / Captain will be suspended for the remainder of the season and the team shall forfeit its Team Bond. Additional sanctions may be imposed by SCASA for such actions. The referee, linesman, or an opposing team player may at any time during or after the game determine if a player without a card or a non-rostered player played. This challenge must be made to the Referee and League Administrator, who will document the case and enforce the above action as necessary.

FORMAT, POINTS AND STANDINGS:

During league and playoffs matches will have 30 minutes halves.

Teams will be awarded points according to the following formula:

- 3 points for a win during
- 1 point for a tie
- 0 points for a loss

1. During league play, if a match is tied after regulation; the match will end in a tie.
2. During playoffs, if a match is tied after regulation;
 - one (5 minute) overtime period will be played. The 5-minute overtime must be completed in its entirety (i.e. no golden goal rule will prevail).
 - In the event of a tie after the 5-minute overtime, then each team shall play with one less field player. The 5-minute 2nd overtime must be completed in its entirety (i.e. no golden goal rule will prevail).
 - If the score is still tied then a 3rd 5 minute overtime period will be played (each team with the same number of players as the 2nd overtime period). Golden goal shall apply from the 3rd overtime period onwards (i.e. first team to score wins).
 - If needed 4th, 5th, etc. overtime periods will be played until a team scores (i.e. golden goal applies).
3. In the event of a forfeit (i.e. a team is a no-show or does not have at least 4 players at kick off) the score shall be recorded as 3-0 and 3 points awarded to the winning team. In addition to bond forfeiture (see Forfeit section) a team that forfeits will also be penalized 6 points. A team with 2 forfeitures during the season will be disqualified.
4. At the conclusion of league play, if two or more teams are tied on points, the tie breaker will be:
 1. Head to Head
 2. Goal differential

LEAGUE ADMINISTRATORS PLAYING FOR TEAMS:

During league play, predetermined league administrators are eligible to play for a team if the opposing team agrees before a match. This is done in good faith and intended to prevent a team from forfeiting a match due to not having enough players to compete. If a team has enough players (5 or more), a league administrator will not be permitted to play.

RED CARDS/SUSPENSIONS:

A player issued a red card (either a straight red or two yellows in the same game) will serve a minimum 1 game suspension. Suspensions (based on degree/nature of the offense) will range from 1 game to life-time (NOTE: all life-time and other long-term suspensions are reported to the USSF and USASA, and these are enforced by all leagues and states).

1. Anyone ejected from a match must leave the field area, and may be asked to leave the facility. The team must continue the match minus one player. For example, 5 v 6.
2. If a player is ejected during the game the Referee will keep the ejected player's card and send it with a game report to the League Administration.
3. The SSC AFL League Administrator will assess the infraction and will notify the Team Rep / Captain on the length of the suspension and fine. As always the player receiving the red card has the right to appeal. The appeal must be made in writing and submitted to the League Administration. If the SSC AFL League Administrator has a conflict a member of the SSC BOD will act in his or her place.
4. Suspended player cards will be returned to the Team Rep / Captain after the player has served his/her suspension and the fine (if applicable) has been received by SSC AFL. NOTE: that on a "straight red card" a fine may be imposed based on the nature of the offense.
5. Any player receiving two straight red cards will be suspended for the rest of the season.
6. If a straight red or double yellow is given during the last match that a team plays in during the season, thus rendering impossible to serve the suspension, the player will serve out his/her suspension in the next season
7. Fighting is a minimum three game suspension.
8. Any player found guilty by SCASA of "Referee Abuse" will receive a minimum three game suspension.
9. Any player found guilty by SCASA of "Referee Assault": will receive a minimum 3-month suspension.
 - Any case of referee assault or abuse must be handled by the state association. Such cases are governed by USSF Policy 531-9. For more information click [here](#).

For any red cards issued, injuries, or roster irregularities as described under "Game Day Procedures, item number 6" above, the referee shall hand-write a report directly following the match and turn it in to the league administrator with the player's pass.

INJURIES:

In the event of an injury to a player on your team, please make sure that the Referee records this. This will facilitate potential insurance claims.

FORFEITS:

If a team forfeits a game then it shall be penalized the full amount of its Team Bond. If a team forfeits one (1) game, the team will have to post a second bond (of \$60) before it can continue to play. If a team forfeits a second game, then the team will be disqualified from the season and will be penalized the full amount of both bonds it has posted.

MISCONDUCT TOWARDS SSC AFL OFFICIALS, SSC AFL ADMINISTRATOR, AND GAME OFFICIALS:

The SSC AFL stresses that misconduct by players and spectators towards SSC AFL Officials, including SSC Board members and Officers, the SSC AFL Administrator, and Game Officials (i.e. referees) shall not be tolerated. SSC AFL has adopted a policy for such misconduct that shall be enforced during the 2009 – 2010 Season.

PENALTY POINT SYSTEM

The SSC AFL uses a penalty point system for player and team misconduct. Player points accumulate as both player and team penalty points. It shall be as follows:

- Player Points:
 - Yellow card = 4 points. Once a player reaches 12 points (3 yellow cards), he/she is suspended for the next match. There is no fine
 - Red Card = 12 points. If a player receives 32 points, they are suspended from league upon a disciplinary committee review. If any red card is issued, the player will be assessed a \$25 fine payable to SSC.
- Team Points
 - Once a team reaches 60 points, they MUST appear before the disciplinary committee prior to next game.