



SOCCER RULES

ADULT COED 6V6 DIVISION

(Updated 09/01/21)

www.boro6sports.com

914.714.8155

Registration, Fees and Rosters:

The registration fee is \$875 per team. The team fee does not include referee fees.

The fee for individual registered players (aka 'Free Agents') which are not part of a team is \$150 per player.

All referee fees must be paid by both teams at the start of each game; the fee to be paid to the one referee is \$60 (the total cost per team is \$30); if a game has two referees, the cost will be \$45 per team. All playoff games will have two (2) referees.

All individual registered players (aka Free Agents) will be invited to the field on a specified date prior to the start of the season so that teams can be formed. Each team comprised of free agents, will have to designate one player as the team captain and another player as the team assistant captain. The roster size for teams consisting of free agents will range from 9 to 12 players.

As a result of submitting an individual player registration or by being included on the roster of a team registration, all players agree to abide by the Boro6 Sports 'Participants Code of Conduct' Policy. In addition, the same mentioned players agree to the Boro6 Sports 'Limited Liability Waiver' document. Both documents are available on the Boro6 sports website at www.boro6sports.com as well by request.

At the time of registration, each team must pay a security fee in the amount of \$90. If a team does not forfeit any games during the season, the \$90 will be refunded within two weeks after the season ends. In the event a team forfeits a game, the referee cost for that game will be deducted from the security fee paid at the start of the season; the team which forfeited the game will not be allowed to play their next game until a new security fee of has been paid.

If you know in advance that your team is going to forfeit a game, we ask you contact us by 3 pm on the day of the game by texting at 914.714.8155 or emailing us at boro6sports.com. It is not considered notification unless you receive a reply. Once we are notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.

Any team that forfeits more than two (2) games will be suspended for the remainder of the season and no prorated refunds will be given to the team.

At the time of registration, team rosters must have a minimum of 9 players and a maximum of 12 players.

A maximum of 3 players can be added to a team roster by no later than the 3rd game. At no point in time during the season, can a team have more than 12 players on their roster. Players must be a minimum of 18 years old as of September 1, 2021.

Non-roster players are not allowed to play at any point during the season.

Players are only allowed to play on one team per division.

Each team will be scheduled to play 8 games during the season. The playoff format will be communicated once the registration period has ended.

Once the game schedule has been distributed, there will be no changes to the schedule. All game cancellations will be announced as quickly as possible.

At the conclusion of each game, the winning team must send a text with the game score to 914.714.8155. Failure to report the correct game score can result in playing with one less player at your next scheduled game.

Boro6 Sports offers the option of ordering team uniforms through our league website.

Boro6 Sports also offers at a discounted rate, a specialist that can assist in designing your team logo. Please contact boro6marketing@gmail.com for more info.

Both teams must ensure that at the end of their games, all trash is properly disposed of.

Game-Time Roster:

Teams must have a minimum of 4 players to a maximum of 6 players on the field at any given time during the game.

Only players on your roster are allowed to play.

Protests regarding non-roster players must be made to the referee or field manager before the game begins. If a player arrives late, a challenge must be made to that player before they start playing.

If a player gets injured and is unable to play, a team can play with as few as four players, anything less will result in the game being stopped and the team that has fewer than four players will be given a loss.

Unlimited substitutions of players are permitted.

Any player with an open cut or wound must come off the field to bandage the wound/cut and receive treatment, if necessary, before re-entering the game.

Timing of Game:

Each game will consist of two 20-minute halves with a 3-minute half time.

Teams MUST start at game time if the minimum number of players is present.

Game time if forfeit time. The only exception will be if the other team agrees, up to a ten-minute grace period will be granted before a forfeit is called by the game official. If this grace period is granted, the number of minutes in which the game started late will be taken off the timing of the game.

Due to the extremely tight schedule, we strongly suggest arriving at the field 15-20 minutes before game time for stretching, changing, etc. since the games must start on time to complete the game.

The clock stops only for official time-outs and injuries.

Any delay tactics, such as kicking the ball far out of bounds, will enable the referee to stop the clock at their discretion.

Start of Play:

The referee will have two captains at the middle of the field for the coin toss; the visiting team listed on the schedule will call heads or tails.

The winning captain will have the option of choosing sides of the field or taking the kick-off.

A game is started by a kick-off from the center mark.

The opposition must be five (5) yards from the ball when the kick-off begins.

The ball may be kicked in any direction. A goal CAN be scored directly from the kick-off.

At the start of the second-half, teams change directions and possession.

Ball Size:

Size 5 Soccer balls will be used and be provided by league.

Uniforms/Footwear:

Team shirts/jerseys must be worn by all players.

All players must have the same color shirt apart from the goalie.

Shin guards are strongly recommended.

Metal cleats are NOT allowed. Any player who gets caught playing with metal cleats will be given a yellow card and must come off the field until their footwear is changed.

Playing Field & Goal Area:

The field dimensions are 40 yards by 40 yards. Modified goal nets will be used.

The goal box is the equivalent of the penalty area. This area will be:

- 8 yards from the goal line
- 3 yards wider than the goal posts
- Marked by cones on the end line and markers on the corners.

Goalies can only touch the ball with their hands on the 'Goal Area'.

Any fouls in the 'Goal Area' will result in a penalty kick from 10 yards out.

There will be no offsides called at any point during the game

Goalies:

The goalie may use his/her hands anywhere inside the goal area.

The goalie has 6 seconds to release the ball once picked up in the goal area.

Once the goalie has released control of the ball, he/she cannot touch it again with his/her hands until it has been touched by an opponent.

Goalie cannot use his/her hands on the balls that have been intentionally directed to them by a teammate's feet. They must play these balls with their feet. If the goalie uses his/her hands, a goalie pass back violation occurs.

Head/body ball pass backs are permitted.

Goalies can't use their hands if directly receiving teammates throw in.

Goalies cannot punt or drop kick the ball. In the event a goalie punts/drop kicks the ball, a corner kick for the opposing team will be awarded.

Free Kicks/Fouls:

There will be no offsides called at any point during the game.

Teams must wait for a ref's whistle or gesture.

Direct Kick: The direct free kick is one where a goal can be scored without another player touching the ball. A direct free kick will be awarded for:

Hand Ball: If a player other than the goalkeeper (inside their penalty area) deliberately handles the ball (touches it with any part of the arm up to and including the shoulder). A hand ball should NOT be called if (1) a player is instinctively trying to protect him/herself from injury or (2) the player did not deliberately touch the ball with his/her arm and he/she did not move the arm toward the ball, however if the players arms are sticking out to the sides, a hand ball penalty will be called.

Dangerous Play: Kicking while a player is on the ground or above the waist when an opposing player is within 5 feet.

Stoppage of Play: made necessary due to the disciplining of an opposing player. In addition to any other foul/violation not including goalie pass back violation.

Indirect Kick: The indirect free kick is a kick where a goal cannot be scored unless the ball is touched by another player (any player, teammate, or opposition) before entering the goal. An indirect free kick will be awarded for:

Goalie Pass-back: This rule prohibits goalkeepers from handling the ball after it has been deliberately kicked to them by a team-mate, or after receiving it directly from a throw-in taken by a team-mate. Pass-backs with parts of the body other than the foot, such as headers, are allowed. There is no requirement that the kick or throw-in must be backwards; handling by the goalkeeper is forbidden regardless of the direction the ball travels.

- All free kicks will be taken from the spot of the foul. The free kick resulting from a goalie pass back will be taken from the spot where the ball was initially passed back from. The kicking team must wait for the referee to signal that the ball is back in play. All players must be five (5) yards from the spot of the ball.

Penalty Kick: If any offenses/penalties occur within a team's own goal area, a penalty kick will be awarded.

- The kick shall be taken from the penalty line (10 yards out).
- All players other than the goalkeeper must stand behind the kicker while the kick is taken.
- Players may not advance past the kicker until the ball has been struck.

Ball in and Out of Play:

Corner Kick: When the entire ball passes over the goal line and was last touched by a player from the defending team.

- The offensive team will put the ball back in play, when signaled to by the referee, from the corner of the field nearest to where the ball went out.
- Opposing players must be at least five (5) yards from the ball.
- A corner kick is a direct kick. The offensive team can score without anyone else touching the ball.

Goal Kick: When the entire ball passes over the goal line and was last touched by a player from the offending team.

- The defensive team will put the ball back in play, when signaled to by the referee.
- Goal kicks must be taken from any spot on or within the goal box.
- Opponents must clear the goal area.
- A goal kick is a direct kick. The offensive team can score without anyone else touching the ball.
- Goal kicks are permitted to pass the mid-field line.

Throw-Ins: When the entire ball passes out of the field of play along the sideline, a throw-in is awarded to the opposition of the team of the player who last played/touched the ball.

- The ball is thrown in from the spot where the ball left the field of play.
- The player throwing in the ball must have both feet touching the ground outside the field of play.
- Ball must be delivered with both hands from behind and over his/her head into the field of play.
- If there is an illegal throw, possession will be passed to the opposing team who will put the ball in play via a throw-in.
- A throw-in which goes directly into an opponent's goal without touching any player on the field will be disallowed.
- A throw-in may go to the goalie, but the goalie may not use their hands to control the ball (an indirect kick will be taken from where the throw came from if a goalie uses their hands in this situation).

Scoring:

The ball must completely cross the goal line to be considered a goal.

If any part of the ball is touching the goal line, no goal will be allowed.

For balls in the air, the entire ball must have crossed the imaginary plane of a goal line to be allowed including if part of the ball hit off one or more posts.

There will be no offsides called at any point during the game.

After a goal is scored, the ball returns to the center of the field with the team scored upon taking the kickoff.

Standings:

The standings for soccer will be based on the following point system:

- Win = 3 Points
- Loss = 0 Points
- Draw = 1 Point
- No-Show Forfeit = -1 Point

Regular season games ending in a tie score after the end of regulation will be recorded as a draw. Sudden death overtime and penalty kicks (if necessary) will be used in the playoffs.

Tie Breakers for Playoffs/Seeding:

- Total number of points scored.
- If a team has a forfeit during the regular season.
- Head-head competition.
- Record against other teams in or tied for the playoffs (% based).
- Number of wins.
- Record against next best common opponent.
- Coin toss.

Playoff Games:

Playoff games will follow the same format during regulation time as the regular season. If teams are tied at the end of regulation in the playoffs, sudden death overtime will be used.

Sudden Death:

- One five (5) minute period; first team to score, wins.
- Coin toss will be taken at the start of the overtime period with the away team calling heads or tails.
- Teams will not switch sides; sides will remain as it was at the end of regulation.

- If neither team scores after the five (5) minute overtime period, teams will go into a shootout.

Shootout:

- Each team selects five (5) players and informs the referee of the shooters and the order of shooters prior to the first shot being taken.
- Players do not have to have been playing at the end of regulation.
- The goalie may be substituted for only once during the shoot-out.
- A coin toss will decide which team will shoot first.
- Both teams shoot at the same goal.
- Teams will alternate taking directly penalty shots from twelve (10) yards out from the goalie line.

Cards/Major Infractions:

The following are fouls or misconducts and can result in penalties depending on the level of aggressiveness, severity or danger of the foul committed:

Yellow Card:

- Swearing, gesturing at, or arguing with any player.
- Arguing with a referee.
- An intentional (based on the referee's discretion) kick, trip, jump at, strike, hold, push, or charge from behind.
- Slide tackling.

If a player receives a yellow card for any reason, he/she will be required to sit out of the game for three (3) minutes and the team will play down a player during those three minutes. The referee will let the player/team know when the three-minute penalty has expired.

If a player receives two (2) yellow cards in the same game, they will be ejected, and their team will need to play one player short for the remainder of the game. If the team was already playing short, they still must remove the player from the field and if removing the player from the game results in the team having less than 4 players on the field, the game will be stopped, and the opposing team will be credited with a win.

If a player accumulates 3 yellow cards in a season, they will be required to sit out one match. Yellow cards reset at the start of the playoffs.

Red Card:

- Fighting, swearing, gesturing at or excessive arguing with the referee.
- Two yellow card violations in the same game by the same player.
- Multiple instances of excessively generous play as deemed by the referee.

If a player receives a red card for any reason, he/she will be ejected, and their team will need to play one player short for the remainder of the game. If the team was already playing short, they still must remove the player from the field and if removing the player from the game results in the team having less than 4 players on the field, the game will be stopped, and the opposing team will be credited with a win.

The player who receives a red card will also be suspended from his/her the next scheduled game (including the playoffs).

Sportsmanship:

While Boro6 Sports appreciates the level of competitiveness in our league, we do not tolerate any unsportsmanlike behavior. This includes anyone who:

- Antagonizes players on other teams or their own teammates.
- Exhibits excessive uncontrollable play.
- Inappropriately “mouths off” to the referee(s).
- Verbally or physically threatens any member of Boro6 Sports, LLC.

Any player ejected from a game will be suspended for a minimum of one game and upon league review the suspension can be greater than one game.

Boro6 Sports, LLC reserves the right to remove any player from a game(s), season and/or future season.

Boro6 Sports, LLC reserves the right to remove a full team from the schedule and/or future seasons if we feel they are unable to participate in a manner consistent with the Leagues Code of Conduct Policy issued by Boro6 Sports, LLC.

Suspensions/Ejections:

Any player(s)/team(s) that are involved in a fight or extreme verbal altercations will be suspended from all Boro6 Sports Leagues for life.

Any excessive contact or collision will result in a foul or ejection of a player.

Any player abusing the referee will automatically be ejected from the game without warning.

A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will receive a forfeit. Further action may also be taken at the discretion of the League office.

Soccer Rules:

If you have any questions regarding a call that was made (which is rule-based), please ask the referee to refer to the rules if there is a disagreement on the call.

Only team captains can discuss a rule with the referee and no judgment calls will be discussed.

Any protest on a non-judgment based ruling must be made prior to the next play and must be made with full knowledge and intent to both the referee and opposing team captain.

Any protest that is not overruled, will result in the team playing one man down for the first ten (10) minutes of their next game.