

Players: There are a maximum of 6 players on a team. Only three players can be on the pitch at any given time and unless a team can field at least two players that team will have to forfeit. No goalies.

Time: Games have two halves of 25 minutes each with 5 minutes break in between. Stoppage time can be applied at the referee's discretion.

The Field: The field is 30 yards wide by 40 yards long. The goals are 4 feet high by 6 feet wide. The goal boxes are 8 feet by 5 feet and lie directly in front of each goal. See figure below.

Balls: Each team is responsible for bringing one game ball to each match.

Goal Boxes: Any player can pass through the goal box at any time, but cannot touch the ball while the ball is within the box or anywhere within the planes rising vertically from the edges. If a defender touches the ball in his/her own box then a goal will be awarded to the other team. If a player from the other team touches the ball inside that box then the defending team will be awarded a goal kick. If the ball stops moving inside the box the defending team will be awarded a goal kick.

Substitutions: Substitutions are only available during stopped balls and must be approved by the referee. They must be made from half field.

Inbounding: After a ball has been played out of bounds the team determined to have possession must pass the ball in, not throw it. They are allowed 5 yards on the play. Balls going out over the goal lines are awarded either a corner kick or goal kick. Goal kicks are taken from anywhere on the end-line. Inbounding is indirect.

Sliding: Sliding is permitted away from other players in the open field. A slide-tackle is considered a foul. An aggressive slide-tackle will result in a Yellow Card. Red cards will be issued under normal FIFA rulings. A slide-tackle during an obvious goal scoring opportunity will receive a Red Card and the fouled team will have a Penalty Shot.

Equipment: Shin pads are mandatory. You will not be allowed to play without them. Each team must bring at least one game ball.

No Off-Sides

Scoring: Goals can only be scored by a player from anywhere on their opponent's side of the halfway line, with the exception of the goal box. The ball must be all the way over the half-way line and cannot be touching it when the ball is shot.

Free Kicks: Free kicks are awarded on fouls and are always indirect. The defending team must give 5 yards. In the event that the placement of the free kick is within 5 yards of the Goal Box, the defending players may stand at the edge goal box itself.

Penalties: Any foul that denies an obvious goal scoring opportunity will result in a Penalty Kick. The foul will not necessarily earn a Red Card, but always at least a Yellow. Penalty shots are at an undefended goal from the center of the field. All other players must give 5 yards to the side and behind the shooter and must stay on the far side of the half-way line from the goal until the ball is kicked.

Kick-Off: The kick-off is indirect and the defending team must give 5 yards. The ball need not go forward.

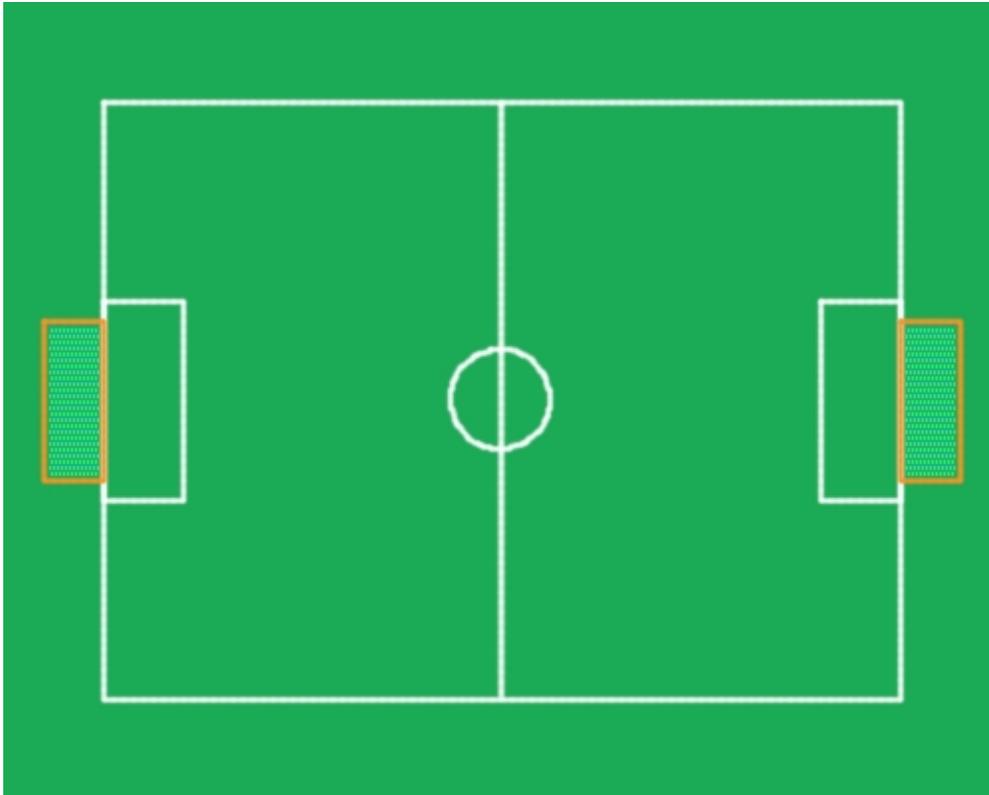
Overtime: In the event of a tie there will be a 5 minute period of golden goal overtime. If the game has not been completed then there will be a shoot out. The shoot out is in groups of three and the

players shoot the ball from the center of the field at the goal determined by the referee.

Yellow Cards: Two Yellow cards in a game will result in a Red Card. Three Yellow Cards over the course of the league will result in a one game suspension.

Red Cards: When a player receives a Red Card they must leave the field of play as well as the spectator area. If they do not do this in a timely fashion his/her team will have to forfeit the match. If the player is on the field at the time of the card's issuance that players team will play a man down for the remainder of the match.

Coed play: Teams in coed divisions must have at least one female on the pitch at all times.



The league organizer will have final say in any disputes regarding the rules.