IFFC Spooky Sixes 6v6 Rules

* FIFA rules apply if not modified within *

The following rules have been established to ensure fair play for all participants. Each coach and player is expected to understand these rules before their participation.

This tournament guarantees 3 matches per team. Any additional matches will depend on overall bracket sizes, performance, schedule availability, etc.

1. Field Size:

U8-U11- Field 35 by 55 yards

U12-Adult- Field 40 by 60 yards

2. Points System: 3 points per win, 1 point per tie, 0 points per loss

3. Tie Breakers: If at the end of pool play, there is a tie to determine the advancement of a team, it will be determined based on the following 1) Head to Head 2) Goal Differential (6 goal max per match) 3) Goals Against (6 goal max per match) 4) Goals For (6 goal max per match) 5) Penalty Kicks between the tied teams (follow the finals, semi-finals, and consultation game format, see below)

4. Rules for Ties: In pool play, games tied after regulation play shall end in a tie. Games tied after regulation in finals, semi-finals, and consultation games will go directly to penalty kicks. Each team will have 3 penalty shots from 12 yards out. If still tied after this, it will be sudden death penalty shots. Everyone on the team must take a penalty kick before a player can take two penalties.

5. Forfeit: Any team that is not ready to take the field with at least 5 players by 5 minutes after game start time will be charged with a forfeit. The game will be recorded as a win, 2-0, for the team that did not forfeit.

6. Number of Players: Six players on the field (5 plus a goalkeeper). The min roster size is 6, and the max roster size is 13 players. Players may only play on one team. For the adult co-ed divisions, at least 1 female must be on the field at all times.

7. Game Duration: The game shall consist of two 20-minute halves separated by a 5-minute halftime period. The home team will pick the side of the field they want for the first half, and the visiting team will start with the ball. There are no timeouts, and the game clock does not stop.

8. Uniforms/Protective Casts: All players must wear jerseys/shirts during play. Numbers are NOT required on jerseys/shirts. Players may wear fun, festive spooky sixes attire, but it must be safe for playing soccer and not have metal. The referee will have the final approval. The referee must approve players wearing protective casts. Hard casts must be fully wrapped in soft material. No jewelry will be allowed, including earrings of any type, necklaces, and bracelets. The only exception will be players wearing medical bracelets.

9. Player Equipment: All players (youth and adult) must wear shin guards. Any player without shin guards will not be allowed to play.

10. Sportsmanship: Good sportsmanship is to prevail at all times. Coaches and captains will be held responsible for their own conduct, their players', players' parents', and spectators'.

11. Substitution: Substitutions may be made "on the fly" or during any dead-ball situation.

12. Goal Scoring: A goal may be scored from a touch (offensive or defensive) from anywhere on the field. You may score from a corner, goal kick, and kick-off. You may NOT score from a throw-in; it must touch a player on the field first.

13. **Fouls/Infractions:** All **fouls** are direct kicks. A foul is physical or careless contact against an opponent (i.e., tripping, kicking an opponent, pushing, holding). All **infractions** are indirect kicks. An infraction is a technical or non-contact rule violation (i.e., goalkeeper handling a deliberate pass or throw-in from a teammate, heading the ball if U11 or under).

14. No offsides will be called (so players can be anywhere on the field and score a goal)

15. No Slide Tackling

16. Kick-Off: May be taken in any direction. You may score directly from a kick-off.

17. Throw-ins: Balls that go out on either sideline will result in throw-in. A throw-in must touch a player on the field before a goal can be scored.

18. Punting: There is no punting allowed. Goalies must throw the ball or play from the ground.

19. Five-Yard Rule: In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be placed 5 yards from the goal in line with the direction of play prior to the penalty.

30. Build Out Line: For U9 and U10, any time there is a goal kick or the goalie gains possession of the ball, the opposing team must retreat to behind the halfway line. If the possessing team decides to play the ball before the opposing team is behind the halfway line, the play will continue.

21. Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are direct kicks taken from the spot painted approximately 12 yards from the goal line. The ball is live when kicked.

22. Heading: No heading U11 and under

23. Cards: Two yellow cards in one game will result in the player/coach being removed from the game. The player/coach must leave the Old Butte Complex. The player/coach may play/coach in the next game. One red card will result in the player/coach being removed from the game and Old Butte Complex. This player/coach must stay out of the complex for the next game as well. After that, the player/coach may return to the tournament. For both a double yellow and/or a red card the player sent off may not be replaced for the remainder of the game.

24. Coach/Parent Ejection: The referee has the right to eject a coach or parent from any game for any irresponsible behavior that warrants ejection. Coaches or parents who are ejected must leave the Old Butte Complex before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

25. Rule Disputes: The tournament director has the final decision on any rule disputes.

Remember, this tournament is an opportunity for FUN and competitive soccer.
So remember to be positive and supportive as everyone is playing! *Reviewed 9/2026*