**JOE’S FRIENDLY TOURNAMENT 6 V 6 RULES**

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| **FIELD DIMENSIONS** Length - 70 yards Width – 35 yards **GOALS**  12 feet Wide by 6.5 feet high  **GENTLEMEN’S RULE:**  Honor your own call. No referees mean teams must play with respect and fair-play.  **MERCY RULE: If at any time during a game there is a 6-goal differential, the remaining goals will NOT be counted. In the event the score spread is narrowed to 5 goals, then the goals WILL BE COUNTED.**  **OFF-SIDES RULE IS NOT ENFORCED IN 6v 6**  **NO SLIDE TACKLING:**  **GOAL SCORING:** A goal may be scored only from a touch within a team's offensive half of the field.  **GAME DURATION:** The game shall consist of two, 25-minute halves separated by a 2-minute half time period.  **OVERTIME:**  **Semi – Finals and Finals ONLY** Shall consist of a Golden Goal overtime period(s) of 5 minutes each, with a coin toss to decide initial possession. First team to score is the winner. If no score, after overtime periods, directly to Penalty shots. Each team will nominate 5 shooters, if scores are tied after 5 shooters, Penalties will be sudden death.  **PENALTY KICKS:** Are **NOT** awarded.  **FIVE YARD RULE:** In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal, in line with the place of the penalty.  **KICK-INS:** The ball shall be kicked into play from the sidelines, instead of thrown in.  **INDIRECT KICKS:** All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect **GOAL KICKS:** May be taken from any point within the box. Goal Kicks or throws do not have to touch the field of play or a player, before crossing the midfield.  **NO PUNTING:** Keepers must throw the ball or play it to the ground. Drop punts are not allowed.  **KICKBACKS:** Goalkeepers may not pick up the ball on an intentional pass-back with the foot. Pass backs made with another part of the body may be handled by the keeper.  **CORNERS:** Corners are Indirect.  **SUBSTITUTIONS:** Are Allowed at any time, just ensure the player leaving the field exits at the same time and same location as the player entering the field.  **NUMBER OF PLAYERS:** Ten is the maximum number per team; A Goalie plus Five field players at one time. Players may only play on one team per division.  **CO-ED TEAMS:** At least 2 Female players must be on the field at all times. Goalkeepers count toward the 2 Female players on the field.  **PLAYER REGISTRATION:** All players must be registered on their team's registration form before the start of the tournament  **SCORING:** 3 points for a win; 1 point for a tie; 0 point for a loss.  **SCORE REPORTING:** Teams failing to report their scores within 30 minutes of their game will be issued a double forfeit. One Member from each team must report the score of the game and sign the game card.  **TIE BREAKERS:** Ties between three or more teams will be broken by:   1. Goal differential in head-to-head games 2. Goals for in head-to-head games 3. Goals against in head-to-head games 4. Goal differential in all games.   Ties between two tied teams will be broken by:  1) Head-to-Head results between the two teams  2) Goal differential  3) Goals for  4) Goals against |
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