

WEST PLAINS ADULT SPORTS

2026 6V6 COED SOCCER RULES

These rules may be altered, changed, or updated at any time by the West Plains Adult Sports (WPAS) league. All rules & interpretations will be covered under FIFA with the following exceptions listed below. West Plains Adults Sports reserves the right to interpret and change rules in the best interest of the 6v6 Soccer League.

LEAGUE/TEAM/PLAYER RULES

1. **Entry Fees:** Team fee must be paid in full to secure team in game schedule.
2. **Team Roster:** All team captains/managers shall file a roster of players, providing ALL requested information about each player. The roster must be on file with West Plains Adult Sports by the designated deadline. Teams may carry a minimum of 6 players and a maximum of 12 players. Teams must have a minimum of 2 females.
 - **Adding Players:** Players may be removed and added up to the midpoint of the season or designated date set by the West Plains Adult Sports league. No changes can be made to the roster after the set date without approval from the league. Players are not eligible to participate unless added to the official roster prior to the first game they participate in. No exceptions.
 - **Player Eligibility:** Participants must be 16 to play. Individuals who are currently playing High School or Collegiate Soccer are ineligible, including red-shirts. Teams playing with ineligible players will be subject to forfeiture.
3. **Roster Checks:** All players must sign the official game check in sheet prior to game time or entering the game. Game Check In sheets will have the most current roster for each team. Teams may only request an official roster check before the end of the first half. *Photo ID will be requested at check-in.*
4. **Protests:** Protests regarding rules or field monitor decisions will not be accepted. Questions about rule interpretations, judgement calls, or player conduct must be settled by the field monitor. The field monitor's decisions are final.
5. **Schedule & Standings:** Once a game is scheduled, it will be played according to the date, time and place listed. No postponements or changes in the schedule will be allowed unless made by the West Plains Adults Sports league administrator. Games schedule and standings will be updated each week and sent to captains via email.
6. **Inclement Weather:** Captain's will be notified via email if games are to be canceled. Decisions on field conditions are made 2-hours prior to first scheduled game of the day. If conditions worsen during game play, recreation staff and/or the field monitor will make the final decision.
7. **Equipment:** Molded cleats only. Metal or screw-in cleats are prohibited. Shin guards are not required, but strongly encouraged. Players are not to wear equipment that is dangerous to other players. Jewelry that is worn for medical identification or religious purposes must be contained and taped at all times and not pose a danger to other players.
8. **Uniforms:** A team jersey or t-shirt is required with all players wearing a similar color. In case of a color conflict, the away team must change.

GAME FORMAT & RULES

1. **Field Of Play:** The field of play shall be 60x30 yards and rectangular in shape. Youth size, smaller goals (approx. 6.5'x18' or 7'x21') shall be used.
2. **Ball:** Size 5 ball will be used; home team will provide the ball.
3. **Players:** A match is played by two teams consisting of 6 players. A team may begin play with as few as 4 players. A minimum of 2 female players must remain in gameplay at all times.
4. **Field Monitor:** WPAS will provide 1 field monitor for each match to keep the game on schedule and enforce player conduct. Field monitors are not officials and will not call rule violations.

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5. **Forfeits:** Game time is forfeit time.
6. **Duration of the Game:** Each match will consist of two 25-minute halves with a 5-minute halftime. In case of a tie after regulation, one, 5-minute overtime period will ensue. If still tied, the game will stand (regular season only).
7. **Start of Play:** The ball may be played back on a kick-off. Opposing players must be at least five (5) yards away prior to all kick-offs. No drop balls in the goal area.
8. **Substitutions:** Unlimited substitutions: 1) after a goal is scored, 2) on either team's goal kick, 3) on an injury timeout, 4) on possession throw-ins and 5) after a caution has been issued. Clock will not stop.
9. **Free Kicks:** All fouls shall result in a direct free kick being awarded. A goal may be scored directly from all free kicks. All opponents must remain at least 10 yards from the ball in all directions.
10. **Scoring:** All players may score a maximum of 3 goals per game.
11. **Mercy Rule:** If a team is up by 5 goals or more at the 3-minute mark, the field monitor may end the game at their discretion.
12. **Penalties:** **This is a self-officiated league.** Teams will use the honor system for calling rule violations.
 - **Offsides:** When an attacking player is on the opposition's half of the field and receives the ball, he or she must have an opposing player between them and the goal (not counting the goal keeper).
 - **Slide Tackling:** Slide tackling another player is prohibited. Players may slide to play the ball provided a dangerous play is not created.
 - **Cautionable Offenses:** Players will receive a warning for the following:
 - Unsportsmanlike behavior or minor Code of Conduct violations
 - Persistent violations of rules of the game
 - Deliberately delaying the game or restart of play by handling or throwing the ball
 - **Ejections:** Players who are ejected by the field monitor must leave the game and premises immediately (out of sight, out of sound) or the game will be forfeited. A player who is ejected is automatically suspended for the team's next match. Players ejected from the game will be evaluated for the offense and may face additional suspension. Ejections issued for:
 - Serious foul play and/or violent conduct
 - Blatant violations of the Code of Conduct
 - Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his own penalty area) or committing a foul offense punishable by a free kick or a penalty kick,
 - Receives a second warning in the same match.
13. **Playoff Overtime & Shootout:** Overtime and shootouts will only be in effect during playoffs. Coin toss will determine possession of the ball. Overtime period of 5-minutes will continue until a team scores. Once a point is scored the game is over. However, if no team scores again in overtime, then a shootout will occur. Each team will have 3 players participate in the shootout. The team with the most made goals of the 3 players wins. If a tie still occurs the next 3 players shoot with no player shooting a second time.
 - **SHOOTOUT:** Playoff shootout is awarded after one overtime in playoff games.
 1. The ball shall be placed on the top of the D of the penalty area.
 2. The GK must remain on the goal line until the whistle is blown.
 3. All remaining players must remain inside the center circle until the whistle is blown and then may chase the shootout kicker.