



Cedar Lane Regional Park

6 v 6 League

Rules

1. FIFA RULES

The latest FIFA Rules of play shall apply except as amended or modified herein.

2. SUBSTITUTIONS

Substitutions will be allowed as follows:

- a. No limit on the number of substitutions or substitute.
- b. A player who has been substituted for may return to the game.
- c. Substitutions can be made only at the following times:

- 1) Prior to a throw-in in your favor;
- 2) Prior to a goal kick by either team;
- 3) After a goal; or
- 4) At half time.

d. Substitutions **MUST** be made:

- 1) After an injury, by either team, when the referee stops play, unless it is the goalkeeper.
- 2) Following a yellow card. The opposing team may also substitute.

3. Important Rules for the HS 6 v 6 League

a. All kicks are indirect except for penalty kicks

b. Off sides will be enforced

c. Any ball thrown or kicked by the goalie, who is inside the penalty area, cannot cross the midfield line in the air. Penalty – opposing team is awarded the ball at midfield.

d. There will be kick-ins not throw-ins for balls that cross the sidelines.



4. LENGTH OF GAME

Games will consist of two – 25 minute halves. Game clocks will start at the posted game time. It is the responsibility of each team to be prepared to play.

4. OFFICIALS

One official per game.

5. LEAGUE ENTRY FEE

The league entry fee consists of payment for league operating costs (\$540)

6. PLAYER PASSES

Player passes are not required. If an illegal player is used, any game in which that player is/was used will be forfeited, and the coach will be suspended for a minimum of the next played game. Any player not properly registered is considered an illegal player.

7. EJECTIONS

A player or coach who is ejected receives a minimum of a one game suspension to be served the next played league game. Additional penalties may be levied. No appeal may be made from the one-game suspension.

8. DISPOSITION OF GAME

Tie games shall stand as a tie, with no overtime to be played.

9. FORFEIT TIME

Forfeit time is GAME TIME. For 6 vs. 6 games, a team is required to start a game if four (4) players are present. Any team forfeiting will lose their performance bond and will be required to furnish a new bond prior to the next played game. A team receiving two forfeits will not be scheduled for anymore games.

10. POSTPONEMENTS

Once the schedule is completed and distributed, no changes or postponements will be allowed, unless made by the league due to field closures or loss of a field. For postponements due to inclement weather or unplayable field conditions, should the entire league be cancelled, the league will designate a make-up date.



11. PLAYER ROSTERS

Player rosters are limited to 12 players. Players can only play on one team per league.

12. FIELDS

All fields will be located at Cedar Lane Regional Park in Bel Air, MD. Any decision about field closures will be posted at www.cedarlanesports.org

13. PROTESTS

There are NO PROTESTS

14. TEAM COLORS

Each team will be provided with team shirts to avoid any conflicts.

15. SPORTSMANSHIP

It will be the responsibility of each team's coach to maintain control and attitude of his/her team and supporters. If control is not maintained, the referee has the authority to issue a warning, ejection or termination of game.

16. SCHEDULING

No scheduled game will be changed by the request of any team once schedules have been distributed. The league reserves the right to modify the schedule due to circumstances beyond their control, such as unavailability of fields. If any teams attempt to reschedule any game without the league's knowledge or consent, the forfeit bond for both teams will be cashed.

17. MISCELLANEOUS

Only players and coaches are allowed on the turf field. All spectators must remain outside the fence. Only water is allowed on the turf surface. No food, gum or sunflower seeds. Teams are responsible for their sidelines – sidelines must be clean following games.