**Spartanburg United Summer 5v5 & 6v6**

**Rules**

* Must be registered to play. Players must be on that team’s official roster to play in the game. All players must check in prior to the game.
* Referees must turn in game card to field marshal after the game.
* U8, U10 games are 5v5. U12, Middle School, High School games are 6v6
* Teams must have a minimum of 3 players on the field to play the game. If a team cannot field 3 players, they will forfeit.
* Kickoff start time is forfeit time. No waiting around for teams to get there.

Game Play:

* 5v5 is 20-minute halves with a 4–5-minute halftime.
* 6v6 is 25-minute halves with a 4-5-minute halftime.
* No Heading in U8, U10, or U12. Only heading in MS & HS divisions
* No offsides will be called
* For fouls inside the penalty box, a penalty kick will be awarded and taken at the top of the penalty box.
* All other free kicks are indirect.
* The opposing team must give 5 yards of space on free kicks.
* Keeper punts may not cross center line in the air, indirect free kick for the other team where the ball crosses centerline in air.
* No slide tackling allowed. GKs are allowed to slide to get a ball only in their box.
* Throw ins for balls out on the side.
* Substitutions are unlimited and can be made at any dead ball. No subbing on the fly.
* A red card will result in that player being ejected for that game and the team will play down a man. That player will also be suspended for the next game. Violent conduct will be two games.
* Regular Season games will end in a tie.
* All other FIFA Laws of the Game apply.

Uniforms:

* All players are required to wear shin guards.
* Teams are required to have matching color shirts. Teams should also bring an alternate color shirt in case both teams have the same color. Bibs will be available at games in case of a conflict.

Playoffs

* If the match is tied at the end of regulation it will go to PK’s. There will be no extra time to play.
* Each team must designate their keeper for the Pk’s at the start.
* Each team must designate their first 5 round kickers to take the initial PKs at the start.
* If no winner after 5 rounds of rotating kicks per team, the remaining players will continue 1 round at a time until there is a winner. If players run out, the order will start again with the first kick taker for each team.
* Both teams will only be permitted to have the same number of players participate beyond round 5 if necessary. Example: one team has 7 total players and the other has 9 total; only 7 from each team may participate and be designated at the start.