

2023 Cal 6v6

## **RULES AND REGULATIONS**

1. Each team should have a GK. Goalkeepers can play on multiple teams and sharing is encouraged due to the nature of the power play. If not GK, a 6<sup>th</sup> player is allowed.
2. Field players may only play for one team per age group.
3. A restraining line replaces the shooting circle. Due to small field, it also is the 25.
4. Fouls within the restraining line:
  - a. "power play" shall be taken by the attack on the restraining line opposite the foul when the defense fouls.
  - b. a free hit out shall be taken by the defense anywhere on the restraining line when the attack fouls.
5. A power play will replace a penalty corner. Balls intentionally hit over the end line by the defense will be a power play by the offense, just like FIH rules.
6. Long corners will be taken on the restraining line and will follow FIH rules – ball must travel 5 yds or be touched by a teammate prior to entering scoring area.
7. Fouls outside 25 play as usual free hit outside 25.
8. Balls over the sideline INSIDE the scoring area will be brought to restraining line (see #6).
9. A shootout will replace a penalty stroke.
10. U12 are co-ed with a limit of 2 male field players on the field at one time. GK not included.

***Additional rules may be provided at the clinic.***

### **RULES OF POWER PLAY:**

Ball is placed on the 15 yard scoring line opposite the location of the foul.

All of the defensive players must move outside the scoring line, 5 yards (or more) from the ball.

The GK stays in scoring zone (anywhere) and is free to move at anytime.

Offense may position players anywhere.

Defense may enter the scoring area as soon as the ball is played.

Ball must be touched by an attacker inside the scoring area (No direct goals).

No Self Starts.

First team listed on schedule is LIGHT color.

Molded soccer cleats are not allowed on the turf. Appropriate shoes are required.

No wristband means no access to turf. Parents are to remain behind the sideline fence.

### **SCORING**

Points will be awarded as such:

3 points for a win

1 point for a tie

In the event of a tie in the standings ties shall be broken using the following steps:

number of wins

head to head

goal differential

goals against

goals for

coin toss

Scoring is capped at +5 goal differential

Ties in crossover games will be decided by 3 shootouts per team.