

Unified Soccer

Rules and Regulations

East Valley Modified Competition Model

SECTION A — OFFICIAL EVENTS

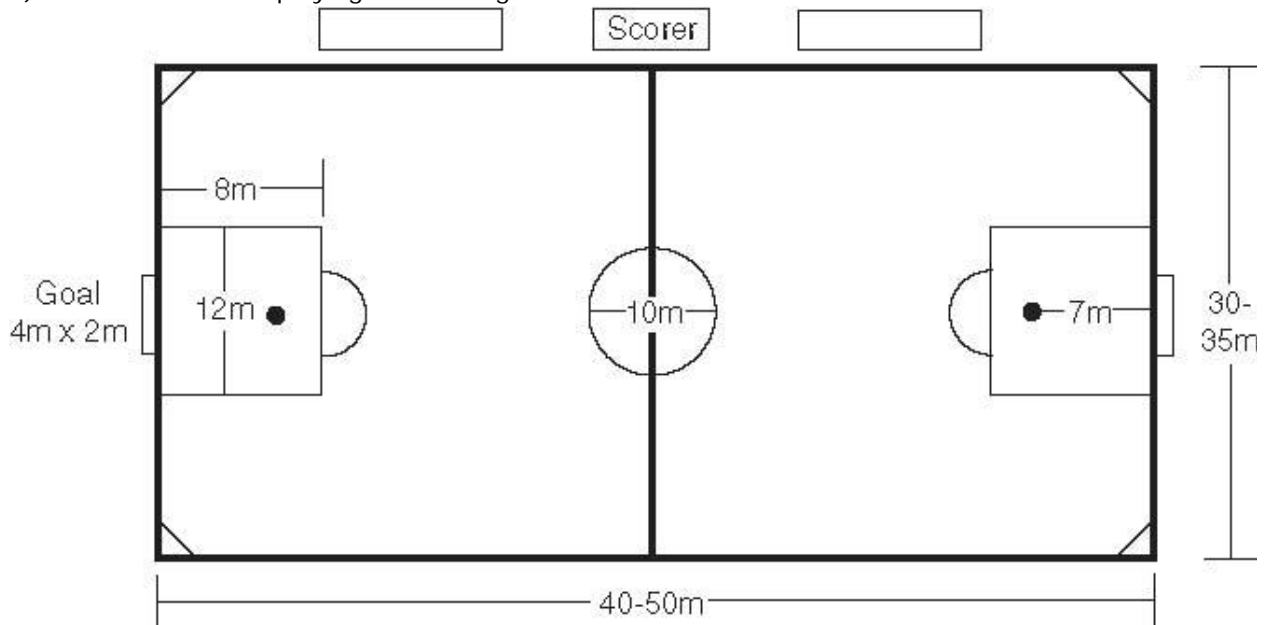
- High School Unified Teams will be participating in the 6-a-side modified competition model

SECTION B — RULES OF COMPETITION

6-a-side Soccer - 1 Athlete Goalkeeper, 3 Athlete field players and 2 Partner field players

a. The Field of Play:

- 1) The 6-a-side field shall be a rectangle: maximum dimensions of 50 meters by 35 meters, minimum dimensions of 40 meters (approx. 55 yards) by 30 meters (approx. 40 yards). The smaller field is recommended for lower ability teams.
- 2) The field shall be marked out as shown below. (See 6-a-side field diagram)
- 3) The goal size must be between a minimum of 3 meters x 2 meters and a maximum of 4 meters by 2 meters.
- 4) The goal area shall be 8 meters (approx. 9 yards) by 12 meters (approx. 13 yards). The penalty mark must be at 7 meters (approx. 8 yards) for goal size of 4 meters x 2 meters. The penalty mark must be at 6 meters (approx. 7 yards) for goal size of 3 meters x 2 meters.
- 5) The recommended playing surface is grass.



b. The Ball:

- 1) All other players: Size 5 ball, not more than 70 cm (28 in) and not less than 68 cm (27 in).

c. The Number of Players:

- 1) Allowable roster size is to be determined by the Competition Committee. There is no limit on roster size for High School Unified Sports.
- 2) The game is played between two teams, each consisting of six players, one of whom shall be the goalkeeper (athlete). A minimum of three players shall be on the field at any one time.
- 3) To support the modified competitive model, the goalkeeper should be an athlete
- 4) Substitutions are unlimited in number (players may return to the field after being substituted). Substitutions can be made any time the ball is out of bounds, between periods, after a goal is scored or during a timeout for an injury. The coach must signal the referee or linesman in order to make a substitution. A substituted player can only come on to the field when given a signal by the referee.

d. Players' equipment:

- 1) Shirts must be numbered. Partners are odd numbers and athletes are even numbers.
- 2) Shin pads are required.
- 3) No metal studs are allowed.

e. The Referee:

Each match is controlled by one referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

g. Duration of the game:

- 1) The duration of the game shall be 4 equal quarters of eight minutes with a halftime interval of ten minutes. There will be a continuously running clock. The referee should be responsible for keeping the playing time.
- 2) If at the end of regulation time to game is at a tie, the tie score will stand as the final score.

h. Start of play:

- 1) A ball must be kicked forward from the center spot before being touched by another player. A goal can be scored directly from a kick off.

i. Ball in and out of play:

- 1) Ball over the sideline results in a throw in. If participant is unable to perform a throw in they may kick in.
- 2) Ball over the end line results in a goal clearance or a corner kick.
- 3) The ball must be completely over the line to be considered out of play.

j. Goal Clearance:

- 1) When the ball passes over the goal line (not in the goal), having last been played by an attacking player, the goalkeeper, standing within his own penalty area, shall throw the ball back into play beyond his own penalty area, but not further than the halfway line (i.e., the ball must touch the ground or another player before crossing the halfway line). The ball shall be deemed in play as soon as it passes outside the penalty area.
- 2) The above rules of goal clearance also apply when a goalkeeper gains possession, with his hands, of a ball that is still in play.
- 3) Infringement penalties:
 - a) If the ball thrown by the goalkeeper passes beyond the goalkeeper's half of the field without first having been touched by a player or without having touched the ground, the

referee shall award an indirect free kick for the opposing team from any point on the halfway line.

b) From the goalkeeper's throw, if the ball is touched by any player inside the penalty area, the throw shall be retaken.

k. Method of scoring:

The whole of the ball must have completely crossed the line inside the goal to count as a goal.

l. Fouls and misconduct (except there is no offside):

Tripping, pushing, handball or charging result in a direct free kick. Obstruction or dangerous play results in an indirect.

1) If a player is expelled from the game (receives two yellow cards or a red card), this player may not re-enter the game.

m. Restart exception:

1) Any free kick that is awarded to the defending team inside their own penalty area will be restarted with a throw from the goalkeeper.

n. Free Kick:

1) Opposing players must retire at least 5 meters from the ball for all free kicks.

2) When an indirect free kick is awarded to the attacking team inside the penalty area, within 5 meters from the goal line, the referee must place the ball at five meters from the goal line.

o. Penalty Kick:

A penalty kick is taken from the 7-meter mark or 6-meter mark depending on size of goal.

p. Kick In:

When the whole of the ball passes over a sideline, it shall be kicked back into the game, from the place where it crossed the line (on the sideline), by a player from the opposing team to that of the player who last touched it. The ball must be stationary before being kicked. It shall be deemed in play immediately after it has traveled the distance of its own circumference. The ball cannot be played again by the kicker until it has been touched by another player. The players from the opposing team must retire at least 5 meters from the spot where the kick is being taken.

1) A goal cannot be scored directly from a kick in.

2) A goalkeeper may not pick up a ball passed back to him/her from a kick in.

3) A goalkeeper may not pick up a ball passed back to him/her by their own player.

q. Infringement penalties:

1) If the player taking the kick in plays the ball for a second time before it has been touched by another player, an indirect free kick is awarded to the opposing team from the point where the infringement occurred.

r. Corner-Kick:

Awarded to the attacking team when a player(athlete or partner) from the defending team kicks the ball over his/her own end line.

1) Opposing players must retire at least 5 meters from the ball.

s. In the case of extreme heat, the official representative from the Competition Committee (e.g., Field Manager) may signal to the referee to introduce a water break (maximum of three minutes) at a natural break in play, approximately halfway through each half.

t. Overtime:

- 1) In regular league play as well as tournament play, ties are considered final.

u. Coaching from the bench area:

- 1) A team bench area will be provided for each team.
- 2) A team bench should be provided within each area.
- 3) Coaches and substitutes must remain on the sidelines at all times during active play.

v. Verbal abuse of players or officials, or excessive and explicit coaching from the sidelines, will be considered unsportsmanlike conduct and may result in a warning from the Referee. If such behavior persists, the Referee may eject the offending coach from the field.

w. Unified Partner Rules:

- 1) Partners shall not score goals.
- 2) There shall be no consecutive partner to partner passes in one possession.
- 3) At no time can a partner impede the ability of an athlete from attempting to score. This includes standing in front of or advancing towards the athlete who is attempting to score.
- 4) At no time can a partner impede the ability of an athlete from dribbling down the field of play or when an athlete is attempting to pass the ball to another member of their team.

Standard Rules for East Valley Division/AIA Unified Sports® Team

1. During competition, the line-up shall never exceed three (3) athletes and two (2) partners at any time
2. Each team shall have an AIA sanctioned coach responsible for the line-up and conduct of the team during competition.
3. Partners shall NOT dominate play.
4. Athletes must be wearing even numbers and partners wearing odd numbers.
5. The regulation ball must be used at all times during play. No substitute balls are permitted. For example no nerf balls, rubber balls or any other size ball may be used during the game.
6. When an athlete requires one on one assistance from a partner to navigate the field of play the following rules apply:
 - The athlete who requires one on one assistance may not act as the goalie
 - Partners shall not shoot, kick, throw, carry, catch or in any other way actively participate in scoring or blocking other athletes/partners from play.
 1. Partners may receive a pass however, they may not advance the ball.
 - Partners are only able to maneuver athletes up and down the field of play.