



High School 6v6 League Rules

Summer 2019

Laws of Play

The HCI League Rules and FIFA Laws of the Game will govern play, except where amended by the HCI High School 6v6 League Rules in this document.

Team Registration

Teams shall register on the HCI registration website. Team roster forms must be submitted before your first match.

All players will need to have a waiver on file before playing.

Schedule

Game schedules can be found on the HCI MaxGalaxy site:
<http://hillcountryindoor.maxgalaxy.net/LeagueScheduleList.aspx?ID=20>

Team Rostering

Team rosters cover 12 players. You may add additional players through the League Director.

Equipment and Uniforms

Cleats, Turfs, or flat-bottomed shoes shall be worn.
Shinguards with socks over them are required.

Team shirts will be provided and should be worn. For any player that does not have their team shirt, a similar color must be worn.

Game and League Format

Duration	Format	Ball Size	GK's	Max Roster Size	Min Players
20 min halves	6 v 6	5	Yes	12+	6

Play will be off of the walls.

Goals will be the built in openings (6' x 8')

Restarts- When the ball goes out of play, players must set the ball on the touchline and pass the ball in to restart play. All kicks are indirect.

If the ball hits the ceiling, play will be restarted from the closest touchline.

Players have 5 seconds from when it is set to inbound the ball or it is turned over to the other team.

Opposing players should be at least 5 yards away.

For a goal clearance, the GK may roll, throw, or kick the ball in to start play. No punting.

The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

Discipline- Blue and Red cards will be used at the referees discretion for related offenses.

Substitutions are unlimited and will be allowed at the referee's discretion on the fly or during any stoppage.

Teams are guaranteed 7 matches.

Scores and points will be recorded. Week 7 will be placement games i.e. 1st place vs. 2nd place, 3rd vs. 4th, etc.

Scoring- Win = 3 points, Tie = 1 point, Loss = 0 points

Tiebreakers- 1. Points 2. Head to head 3. Goal difference 4. Goals allowed 5. Goals scored 6. Coin toss

Referees

Referees will be provided. A minimum of 1 referee will be used in each match.

Awards

Awards will be provided for Winners of each Division.

Refund Policy

Refunds may be provided in the event of a cancellation of games or divisions.

There will be no refunds provided for teams that withdraw from the event after being scheduled.