



# HexaLeague

## Rules of play

Games will be according to FIFA Laws of the Game with the following modifications

Roster size: 12 player maximum

Game Format:

6 v 6, 5 field players and a goalkeeper.

Minimum number of players on a team to start a game is 5

The Ball: Size #4

Duration of play: 2 x 25 minute halves, 5 minute halftime

Field of play:

Width: minimum 30 yards, maximum 45 yards

Length: minimum 45 yards, maximum 60 yards

The length MUST be greater than the width.

Goals: 6 feet x 12 feet, preferred; 6 feet x 18 feet, allowed

Referee: Center referee only, club linesmen at the referee's discretion

Throw-ins:

In the event of a foul throw-in, a second attempt shall be given to **the same player**. A second foul throw-in and possession is awarded to the opposing team.

Offside: There is no offside violation

"Pass back rule": There will be no sanction for a goalkeeper handling a ball passed back by a teammate in his/her own penalty area

Substitutions:

Unlimited with regard to the number of players and re-entry

At any stoppage of play, with the referee's permission, regardless of possession (this is actually NOT a FIFA modification but a deviation from most youth leagues so it is listed here)

No Heading:

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

Revisions:

March 30, 2010 - Ball size

August 28, 2011 - Throw-in

April 2016 - Goal size, No Heading rule