



Jamaica College Old Boys Association Of Florida  
St. George's College Old Boys Association of Florida, Inc

## TRUE BLUE 6V6 SOCCER TOURNAMENT REGISTRATION FORM

### Team Information

Manager Name: \_\_\_\_\_  
*Last First M.I.*

Address: \_\_\_\_\_  
*Street Address Apartment/Unit #*

\_\_\_\_\_ *City State ZIP Code*

Mobile Phone: \_\_\_\_\_ Alternate Phone: \_\_\_\_\_

Email \_\_\_\_\_

Alumni Team Name: \_\_\_\_\_

### Team Roster - Please Print Neatly

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

Full Name: \_\_\_\_\_

This is to acknowledge that the Coach is responsible for the conduct of his/her players during this tournament.

#### WAIVER OF LIABILITY:

Each Team Acknowledges That Soccer Is A Contact Sport And They Are Participating In This Tournament At Their Own Risk. Each Team Agrees That The Jamaica College Old Boys Association Of Florida And The St. George's College Old Boys Association Of Florida Cannot Accept The Responsibility Or Liability For Any Injuries Sustained During This Tournament. Each Team Will Be Responsible For Their Own Coaches And Players, And Any Injuries That May Occur.

Manager's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Entry Fee: \$250.00 – Check payable to **JCOBAFL** Mail Entry/Check to: 18459 Pines Blvd #173  
Hollywood, FL 33029. For info call or email: Jimmy Sinclair (954) 628 6589 [info@trueblueweekend.com](mailto:info@trueblueweekend.com)



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# True Blue 6v6 Soccer Tournament: Rules.

**Note: The 6v6 Soccer Tournament Director reserves the right to modify the rules at his discretion in order to facilitate the flow of the tournament.**

## Number of Players/Rosters

- Number of players on a roster: 10 maximum
- 6 players on the field at a time 4 reserves
- Games cannot be played with fewer than 4 players
- A team roster and waiver must be completed and turned in prior to the tournament
- Only those on the original roster are eligible to play in the tournament
- Players cannot play on multiple teams in the tournament. A forfeit will be required of a team using a player who is not on the original roster.

## The Game

- Field size is approximately 60 x 40 yards
- Goals are 6 x 6 feet or smaller as determined by the Tournament Director.
- Penalty area is 30 x 24 feet
- A size 5 ball will be used during all matches and the ball will be provided.
- Games will be 25 minutes in duration and the clock will run continuously.
- The game will be played in two divided halves with a 1 minute halftime break.
- The offside rule does not apply in the 6v6 format
- In case of a tie after regulation time during group play, the game will finish as a tie game.
- Each team should bring a set of uniform. The home teams are required to change uniforms or put on a vest over their jerseys if jerseys between opposing teams conflict.
- All players must wear shirts (no shirts vs. skins).
- No slide tackling is allowed in the field of play. Dangerous play will be determined by the referee.

## Substitutions

- Teams may **sub on the fly** at any time during the game.
- The player **coming off the field** of play must be within 2 yards of the touchline near their teams bench before the new player comes onto the field of play
- All players should make an attempt to **sub near their teams bench** unless approved by the referee
- If subbing on the fly becomes an issue during any game, the referee can impose a rule that he/she must approve all subs.

## Players Equipment

- **Shin guards** are mandatory and must be completely covered by socks.
- In the event of a shin guard violation, the player will be sent off until properly equipped and the team will be warned.
- In the event of a second violation by any player of the same team during the same match, a 3 minute penalty is awarded for the shin-guard rule violation. (the team plays short)
- All players that are on the pitch must wear shin guards.

## Playoffs

- A tie at the end of regulation goes to 5 minutes of extra time.



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- For any playoff game (quarter-final, semi-final, or championship) that ends in a tie, it will be decided by penalties. A three round penalty kick competition will take place. After 3 rounds it will be a sudden death penalty kicks (first team to make it wins).
- All team members on the roster must kick (unless injured - ref determines) before a player takes a second shot, except coed where all females rotate and males rotate accordingly.

### Forfeits

- A forfeit will be awarded if an opposing team is not ready to play within 10 minutes of a scheduled start time.
- The clock starts at the scheduled start time and time will not be made up if a team does show up late.
- A forfeit will go down as a 3-0 win for the team that is there and ready to play
- If both teams do not show, or are not ready to play – neither team will be awarded points

### Start of Play

- Opposing players must be at least 5 yards away prior to kick offs.
- Restarts do not have to go forward after goals & to start periods. No drop balls in penalty area.

### Fouls & Free Kicks

- All fouls apply except for offside. The offside rule does not apply.
- All free kicks are direct free kicks.
- Opposing players must remain at least 5 yards from the ball.
- Once the referee signals for play to continue, the kicker has 5 seconds to play the ball.
- Slide tackling is not permitted.

### Goalkeepers

- There will be no goal keepers.

### Penalty Kicks

- A penalty kick shall be taken from half line.
- All players except the kicker must on the same side of the field as the kicker and 5 yards away from the ball.
- On direct kicks opposing players must remain 5 yards from the ball.
- Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory 5 yards.

### Throw In

- The five (5) second rule and the three (3) line violation also apply for throw-ins.
- The opposing team will regain possession after a five (5) second infraction.

### Goal Kicks

- Goal kicks are taken 1 yard off the end line, anywhere inside the penalty area ( One step off goal line)
- Once the ball is retrieved and set, the player has 5 seconds to play the ball.
- A direct kick will be awarded, to the opposing team, at top of the penalty area if the referee feels there is an unacceptable attempt to delay the game.
- Goal kicks must exit penalty area to be considered in play.



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### Corner Kicks

- Goals can be scored directly on corner kicks.
- Opposing players must be at least 5 yards away.
- 5 second rule applies on corner kicks.

### Misconduct

- Players ejected from a match for a red card will be suspended for at least the following match.
- Ejections for violent actions including but not limited to fighting may result in suspension for any further play. This will be decided upon by the Tournament Directors.
- Should a player accumulate ( 2 ) yellow cards in one match their team will play down one player for the remainder of that match, He/she will also be subject to suspended for the following match, but this will be decided upon by the tournament director.
- Offensive language is a considered to warrant a caution card, any language directed towards officials, opponents, or spectators will result in ejection from the game.
- Final decisions regarding length of suspension will be made by tournament director.

### Team Requirements

- All teams are required to play three games. Teams forfeiting matches without permission from the Tournament Director will forfeit their remaining games.
- Any team playing with red carded players or players not on their original rosters will be subject to a forfeit, in that game.

### Referees

- At minimum, one referee will be assigned to each match.

### Inclement Weather

- Regardless of weather conditions coaches and their teams must appear on the field of play, ready to play as scheduled.
- Failure to play will result in the forfeit of the match.
- Only referees and/or Tournament Director can cancel or postpone a match.
- Should a match's progress be terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.
- In the event of bad weather, game schedules and various rules may need to be altered. Be sure to check with the Tournament Director to see if your team is impacted.

### Scoring

- WIN = 3 points
- TIE = 1 point
- LOSS/FORFEIT = 0 points

### Tiebreakers

1. Head to head
2. Most wins
3. Goal differential (goals for - goals against =?)
4. Least # of goals allowed
5. Most goals scored