



# Westpro Soccer Sixes Rules



Area of play	Rule	Restart
Duration	Two halves of 13 minutes. One minute at half time.	N/A
Kick-off, Corners and free-kicks	Ball played in any direction with the side of the foot, opposition 3 metres from the ball.	Retake if not 3 metres
From the keeper (open play & goal kicks)	The keeper can either pass the ball with the side of the foot or roll the ball underarm to a player.	Direct free-kick, 3 metres from goal area
Pass back	The ball can be passed back to the keeper but the keeper is not allowed to touch the ball with their hands. The keeper must play the ball within 6 seconds.	Direct free-kick, 3 metres from goal area
Goal area	1. Only the keeper is allowed in the goal area, and not allowed out of it.	1. Direct free-kick, 3 metres from goal area
	2. Defenders shall not deliberately enter the goal area to gain an advantage (e.g. the defender kicks the ball within the goal area) but not if he just strays into the area.	2. Penalty kick
	3. Attackers shall not deliberately enter the goal area to gain an advantage.	3. Goal kick.
Throw-ins	Standard throw-in, same as 7-a-side mini-soccer BUT standing throw-in only (NO run up).	Retake/Foul Throw; at the discretion of the referee.
Offside	No offside rule.	N/A
Height rule	Ball can be played over head height.	N/A
Substitutions	Unlimited, roll-on, roll-off. Substitutions can be made during a break in play. The referee will allow a very short period for re-organisation.	Direct free-kick from the centre.
Yellow Card	Sin-bin for 3 minutes (Cool down period).	Return at a break in play
Red card	Sin-bin for 3 minutes and then substituted for remainder of game (Even longer cool down period). Allowed to play the following week.	Substitution after sin-bin period and at a break in play
General	All other FA rules apply.	As appropriate