



Walking Soccer Rules of Competition

1. Modified field will be used. Goal area will be a semi-circle of 7 yards radius.
2. Size 4 Futsal Ball.
3. 7 a-side; can be reduced to equal number of players per side. This includes a goalie.
4. Sub on the fly, players may rotate through goalkeeper.
5. Shin guards optional. Players must not use equipment or wear anything that is dangerous to themselves or another player.
6. Honor system (No referee SCASA may be implemented at a later date).
7. Time will consist of 4 - 15 minute quarters with brief break in between quarters. Teams will switch side at half time.
8. Opponents must be 3 yards from the ball at kick-off. Goals may be scored directly from kick-off.
9. No Offside.
10. All kicks are indirect.
11. No deliberate headers.
12. No slide tackling.
13. Field players may not enter the goal area.
14. Goalkeeper may not leave goal area; they must play the ball within 6 seconds. Goalkeeper may return the ball by either kicking or throwing it out underhand. No punting the ball. Goalkeeper may pick up the ball from a pass back.

15. Penalties: If a goalkeeper leaves, or a player enters the goal area and indirect free kick will be awarded to the opposing team.

16. No throw-ins. A kick in is taken from the place where the ball has crossed the touchline. Player taking kick in may not touch the ball a second time until it has touched another player. Defending players must be 3 yards from place where kick-in takes place. Goals may not be scored from a kick in.

17. Corner kick will be taken from line; goals may be scored from a corner kick.

18. Height Restriction: The ball must not exceed 6' high. Anything above 6' will result in the opposing team being awarded an indirect kick.

19. Walking Rule: Walking is defined as always having one foot in contact with the ground. An indirect free kick will be awarded for this infraction.

20. Players must have valid WSASA Player Card.

Approved SCASA Board Meeting 3-18-19

Rules subject to change as needed.