

WWSL WALKING SOCCER RULES



PLAYING AREA

- Quarter Pitch
- LTPD Field (Outdoors)

GAME FORMAT

- 6 v6 (Including Goalkeeper)
- 7v7 (Including Goalkeeper)
- 2 x 20 minute halves with one 5 minute interval
- Ball Size: Size 5

REFEREE

Games are completely self-invigilated communally or by a single or set of player-leader(s).

GAME ATTIRE

- Players on each team must wear the same colored pinnies to distinguish them from the opposing team
 - Alternative – light and dark shirts
- Goalkeepers must wear a shirt that distinguishes them from other players.
- Shin pads are mandatory and must be worn under the socks.
- Athletic Footwear (cleats, turf shoes or runners)

SUBSTITUTIONS

- Substitutions are flexible throughout the match.
- Substitutions can be made ‘on the fly’ and are unlimited

GOALKEEPERS

- Hands can be used within the designated area.
- The Goalkeeper cannot dribble the ball back into the designated area and then pick up the ball with their hands.
- No punting the ball (kicking from hands)

GOALS

All goals will restart back at the centre spot for a kick off for the team that has just been scored against; the ball can be played forwards or backwards.

OFF SIDES

There are no off-sides

SHOOTING

With the aim of provisioning a safer, more inclusive, and less intimidating playing environment, “killer” or “rocket” shots are not permitted.

HEIGHT RESTRICTIONS

- A height restriction of passing the ball is set at ~6 feet. The game leader has sole interpretation of the height limit. A ball is considered dead if it exceeds the 6 feet restriction.
- If the height restriction has been exceeded the game is restarted by an indirect free kick, placed from where the ball was kicked, awarded to the opposing team to the one which last touched the ball.

OUT OF BOUNDS

- When the ball goes outside of the designated playing space this will result in a kick-in.
- If the opposing team hits the ball across the end line this will result in a goal kick.
- If the defending team hits the ball across the end line this will result in a corner kick.

MOVEMENT

Walking is defined as 'always having at least one foot in contact with the ground'.

- No running or jogging by any player (including the goalkeeper) both in and out of possession of the ball.
- A direct free kick at the point of infringement will be given should any jogging or running be identified.
- Jumping (ie. for a header) is not allowed.

MINIMAL CONTACT TACKLING

- No slide tackles or shoulder barges permitted; any dangerous or reckless challenges will result in a direct free kick at the point of infringement.
- Any further aggressive behaviour by the offending player will result in the player being withdrawn from the match.

GROUNDED PLAYERS

Players on the floor cannot play on the ball, a free kick will be awarded at the point of infringement.

FREE KICKS

All free kicks will be direct; opposing players must be 10 yards (10 big steps) from where the free kick is being taken.

PENALTY KICKS

Penalty kicks will be given when a 'sure goal' opportunity is taken away from a player.

- A hand ball from an outfield player to stop the ball entering the net
- Fouling a player when they are the last defender
- Penalty kicks will take place at the top of the box; one step penalty kicks in effect