



## TOURNAMENT RULES

***Each player must wear a jersey with a number/unique ID on it; numbers/unique ID must match the roster turned in when the team checks in (no one may be added to the roster as the day goes on; max of 12 players on roster).***

***Every player MUST SIGN a waiver before playing. All players must be 18 or over to participate.***

- All teams must check in at least 30 minutes prior to their first game and be game ready at least 10 min prior to each game. There is no wait period for teams that are late. Game clock will start at game time (no wait time if a team is short players—game begins with whoever is there). Forfeits will result in a 5-0 win for the opposing team.
- Substitutions unlimited; entering player cannot step on field until exiting player has completely left the field
- No Jewelry (medical alert bracelets should be taped down with medical info showing)
- Shinguards of at least 6" must be worn and completely covered by socks, real cleats may be worn on this surface
- All players must bring a plain white t-shirt in the event of a color conflict with opponent
- Games played with a 7 v 7 format to include goalkeeper.
- Home team (listed first) has kickoff; away team chooses side
- Cautions—player must sit for 5 minutes immediately following the card (and can be subbed for but must be done quickly)
- Red – player is ejected for rest of game and following game if they have one
- PKs—taken from the mark, goalies' heels must be on the line, 5 seconds to take the kick from time of the whistle
- If a player receives 3 cards at the tournament, they are done for the day (two cautions in one game, which would then receive the red, is recorded as two cards not three)

\*NO SLIDE TACKLING

- All games are 25 minutes long; no half time; no stoppage time
- Goalkeeper may not kick or throw the ball beyond the halfway mark from initial possession without the ball first making contact with the ground, wall, or a player (results in DFK at midline). Keepers have 5 sec to release ball (DFK from 30' mark for infractions).
- Goalkeeper must wear a non-conflicting jersey distinguishing themselves from both teams' field players
- All free kicks are direct free kicks; kicks must be taken within 5 seconds and defenders must be 10 feet from the ball until the ball is kicked and moves
- All walls and nets are IN PLAY; balls that make contact with the ceiling or any ceiling fixtures or a team box area are considered out of play; restart is a direct free kick for opposing team at point on field below contact point on ceiling
- Over time will only be instituted for final matches; constituted of a 5 minute golden goal; if tie still remains then go to PK's—5 for each team; any player on roster may participate (not just the 7 on the field at the end)
- After the regularly scheduled games, the top two teams in each division will playoff for the championship in a final match;

- Determining standings: W = 3pts, T = 1 pt, L = 0 pts
  - Tiebreaker Procedures to establish seeding for playoffs: If two teams are tied after the regular scheduled games, head-to-head results will break tie. If still tied, goal differential will be used to break tie, followed by the team who has scored the most goals (if needed; maximum GD each game is 5 goals).
  - When recording game results, the greatest goal differential a team can achieve per game is 5 goals.
- Championship teams will all receive medals after final match

We will follow FIFA rules for all situations not otherwise covered in these rules