

## - TOURNAMENT RULES -

### FIELD SIZE

The field of play is 60'x32'. There are no 6 or 18-yard boxes. The goals are 4'x8'.

### NUMBER OF PLAYERS

4v4 format with maximum 6 player roster. NO dual rostering. A team is allowed to play-down in event of injury or roster size, however each team must have a minimum 2 players to start a game and play.

### SUBSTITUTIONS

There are unlimited substitutions. Substitutions can be made "on the fly" (at any time), but the exiting player must leave the field before the substitute may enter. Players must enter and leave the field at their half line, unless the player coming off is injured.

### OFF-SIDE'S

There are no off-sides.

### SCORING

The ball must be beyond the half-field line of your opponent when shot in order for a goal to be counted. However, if ball is unintentionally deflected into the net by defending team from a pass originating from the other half, goal will count. If the ball enters the net from the shooting team's own side of the field as a shot, the goal will not be counted and possession will go the defending team at the place where the ball was shot from. After a goal is scored, a team has 2 options to re-start play; 1) quick re-start (NO WHISTLE REQUIRED) may begin immediately from anywhere on team's own half of field if desired, 2) the team may also request to begin from center field as normal kick-off. All kicks are direct.

### GOALKEEPERS

No Keepers! Any player may prevent the ball from scoring, however no player may use hands.

### THE REFEREE

One referee will be located at half-field.

### LENGTH OF GAME

**Two 15 minute halves** with 5-minute break between. No time-outs; no injury time. Referee keeps the official time.

### UNIFORMS / EQUIPMENT

Teams must wear shirts of the same color. Home team will wear pinnies in event both teams have similar color.

### Acceptable FOOTWEAR

Samba, indoor soccer shoes, basketball or other rubber soled sneakers that do not mark court surface. Hard sole or dark sole shoes will not be allowed.

### FOULS

Players committing numerous or hard fouls will be yellow carded and may be asked to leave the field for two minutes, resulting in their team playing short a player. This rule is enforced at the referee's discretion.

More serious fouls, or a second yellow card, may result in a red card. The red-carded player is removed from that game, and the next game. There is no "penalty box", therefore all restarts are direct kicks. A penalty kick will be awarded at the discretion of the referee and taken from half-field, open goal.

### **GOAL KICKS**

Goal kicks will be taken from 6 feet off the goal post; on blue line.

### **KICKOFFS, RESTARTS & FREE KICKS**

**ALL restarts are direct kicks** (there are no throw-ins). Goals can be scored from kick-off and from kick-in-bounds. Opposing player walls must be 10 feet (judged by the referee) away. There are no walls in the case of penalty kicks.

Fouls committed within five paces of the goal line, will be moved back to five paces away. Kickoffs may go backwards first. Encroachment on restarts by a defending player is not allowed. The first offense receives a warning. A yellow card will result thereafter at the referee's discretion.

### **FIGHTING/ INTIMIDATING/ PROVOKING BEHAVIOR**

**ZERO-TOLERANCE.** Those involved will be red carded at the referees' discretion and suspended from the tournament. This includes anyone from the bench or sidelines who joins in. **NO EXCEPTIONS.** Team manager/coach will be notified & warned that if problem persists then the entire team may forfeit the match and may result in ejection from the tournament.

### **NO SLIDE TACKLING**

At no time are you allowed to leave your feet (slide tackling) when attempting to take the ball away from an opponent, or when battling for a loose ball. First offense is Yellow Card and Penalty Kick is awarded. Second offense is Red Card and Penalty Kick is awarded.

### **Point System**

- Win - 3 points
- Tie - 1 point
- Loss - 0 points
- Up to 3 goals point for goal differential
  - Forfeit – 6 points (same as win)