

## **Tournament Format and Rules:**

### **Divisions**

- U12 Coed (No minimum boy/girl requirements)
- U14 Coed (minimum 1 girl must be on the field at all times)
- U14 Boys
- High School Boys

### **Rules**

- 6v6 (goalkeeper included)
- No more than 10 players on the roster
- 4 Games Guaranteed
- Running Clock, 12-minute halves (3 min half time break)
- Coin toss decides who gets ball first at start of each game
- Kick-ins on dead balls on the sideline (indirect, no throw-ins)
  - Defenders must be at least one yard off the sideline for this
- Goalkeeper cannot punt the ball or drop kick
- If goalkeeper picks up the ball in the box and puts it back down on the ground, the ball is live.
- No slide tackles allowed whatsoever, doing so will result in an indirect free-kick
- No offsides
- Can only score in attacking half
- PK-Penalties midgame- one shot from penalty spot
- Yellow Card will result in the player leaving the field with a substitution and can re-enter via substitution
- Red Card will result in suspension for the next game
- Group Play: 3 points for a win, 1 point a for a draw, 0 points for a loss, points are utilized in event of playoffs or determining winner of the division; other factors will be used in determining winners, should there be a tie for first including goal differential, goals scored, head to head, PKs)
- In the result of a tie in the playoff games the game will go to a penalty shootout. Coaches will determine their order of the lineup best of 5 penalties. Teams will keep rotating until a result is determined must follow lineup order no people kicking twice before everyone has taken one.
- Substitutions are on the fly and unlimited
- Any unique, unspecified situations will be decided on by the referee

### **Equipment**

- Each team should have their players in a specific color shirt to help differentiate teams
- Pinnies will be available for any conflict in shirt color
- Cleats are allowed and shin guards are required in addition to proper soccer socks.
- Remove all jewelry (piercings, necklaces, bracelets) for games; wristbands provided and must be worn for the whole event