

GENERAL COACH INFORMATION:

- ALL COACHES Please come to the canopy by the backstop/porta-potties to:
 - 1) get your team's participation prize and medals (if applicable).
 - 2) Turn in cones and pinnies
 - 3) Fill out a player rating scale for your team

**If you have someone coaching for you, please let them know to come to the canopy by the backstop to get medals/participation prizes for the teams and make arrangements to turn in your supplies and rate your team with a board member.
Carol Davis (677-0669) or Sarah Bell (307-871-0374)

U5-U8 Round Robin Rules

All Regular season rules. Each team plays 3 games. Everyone gets a participation prize.

- U5 plays 2 eight minute halves for each game
- U6 plays 2 ten minute halves for each game
- U8 plays 2 twelve minute halves for each game

U10-U14 Tournament Rules

All regular season rules. Double elimination bracket. Everyone gets a participation prize. Medals will be awarded for 1st, 2nd and 3rd place. First place teams will also get tickets to a Real Monarchs soccer game.

1. Each team must have a minimum of 5 players or they forfeit. If a team has 4 or fewer players, they can borrow players from another team so the kids can play, but they will be marked as a loss on the tournament bracket due to forfeiture and will not advance.
2. Teams that are short players (only have 5 or 6 players) will play with a handicap of one less player on the field than the fully staffed team. If team A only has 6 players, team B can field 7. If team A only has 5 players, team B can field 6. This allows the fully staffed team to still provide their players playing time and prevents short staffed teams from stacking their best players without subs.
3. Games will be two 12 minute halves with a quick 1 minute water break.

4. If at the end of 24 minutes, the game is tied, then there will be a shootout to determine the winner.

Shoot Out Procedure:

1. The team to take the first kick is decided by a coin toss and the referee chooses the goal at which the kicks are taken. All kicks are taken at one goal to ensure that both teams' kick-taker and goalkeepers face the same pitch irregularities (if any).
2. All players other than the kicker and the goalkeepers must remain in the pitch's center circle.
3. Each kick is taken in the general manner of a penalty kick. Each kick is taken from the penalty mark, with the goal defended only by the opposing goalkeeper. The goalkeeper must remain between the goal posts on the goal line until the ball has been kicked, although the goalkeeper can jump in place, wave arms or move side to side along the goal line or otherwise try to distract the shooter.
4. Each kicker can kick the ball only once per attempt. If the ball is saved by the goalkeeper the kicker cannot score from the rebound (unlike a normal penalty kick). Similarly, if the ball bounces off the goal posts, the kicker cannot score from the rebound.
5. Teams take turns to kick from the penalty mark in an attempt to score a goal, until each has taken five kicks. However, if one side has scored more goals than the other could possibly reach with all of their remaining kicks, the shootout ends regardless of the number of kicks remaining.
6. If at the end of these five rounds of kicks the teams have scored an equal number of goals, sudden death rounds of one kick each are used until one side scores and the other does not.
7. No player is allowed to take a second kick from the penalty mark until all other eligible players on the team have taken a first kick, even the goalkeeper.