



## 2<sup>nd</sup> / 3<sup>rd</sup> Grade

Field & Equipment	<p><b>Tournament Host</b> ensures field condition is playable, including:</p> <ul style="list-style-type: none"> <li>• Goal size 6'x18' or 6.5'x18.5'</li> <li>• Corner Flags in place</li> <li>• Build-out line established by cones or paint just outside the sideline – marking half distance between penalty area and halfway line</li> </ul> <p><b>Home Team provides game balls (size 4)</b></p>
Game Format	<p>7v7 = 6 Field Players &amp; 1 GK, Min of 5 players to start game Center referee only, Club linesmen at referee's discretion Teams on one side, Spectators on other side</p> <p><b>One 25-min half (for Preliminary Games and Semi-Final Games)</b> <b>Or two 25-minute halves for the Championship Game</b> <b>If tied Semi-Final or Championship Game, then Overtime (see OT Clipboard)</b></p>
Uniforms	<p>Jerseys (or shirts) with similar colors Numbers not required on jerseys Bring two different color jerseys in case of conflicting colors. Home Team changes jersey, if needed</p>
Club Pass Players	<p>Club Pass Player:</p> <ul style="list-style-type: none"> <li>• must be from the same club in same or younger age group</li> <li>• <b>can only play for one team during Tournament</b></li> <li>• should be announced to opposing team <b>and at Check-In</b></li> </ul> <p>Be prepared to show team roster on which Club Pass Player is rostered Max of 12 total player on Game Day Roster if using Club Pass Players</p>
Substitutions	<p>Unlimited subs at any stoppage of play w/ Referee approval <b>Sub not permitted during a PK Shootout</b></p>
Unbalanced Score	<p>Additional player added to field when score differential reaches 5:</p> <ul style="list-style-type: none"> <li>• Plus 5 goals add a player</li> <li>• Plus 6 goals add another player</li> <li>• Plus 7 add another player</li> </ul> <p>Additional players STAY ON until score differential reduced to plus 3</p>
<b>No Heading Allowed</b>	<p>Play is stopped whenever the ball strikes a player's head</p> <ul style="list-style-type: none"> <li>• Intentional – indirect free kick to opponent</li> <li>• Unintentional – drop ball restart</li> </ul>
Throw Out & Build Out Line & No Punting	<ul style="list-style-type: none"> <li>• Foul Throw-in – 2nd attempt by same player allowed</li> <li>• Build-out line for offsides. Line behind which defending team retreats when team is awarded goal kick or a goalie comes into possession of ball. Defending team may advance when the ball is put back into play by to goalie to another teammate. Goalie cannot punt.</li> </ul>
Post-Game	Exit field immediately following game