



## TOURNAMENT & LEAGUE RULES

- The game will start exactly on the scheduled time. Please have all players arrive 10 minutes before the game time and be on the field 2 minutes prior to the start of the game.
- Referee makes all game-time decisions. No EST Staff has authority to overrule any decision.
- If a player (and/or parent) is asked by the referee to leave during the course of the game, we expect the coach of that team to help enforce the decision made by the referee (Failure to do so will result in a forfeit No make-up will be scheduled).
- No Schedule requests will be taken.

Please see website for tournament or league specific details for game length,



## ELITE SOCCER TRAINING GAME RULES

- There will be no stoppage for substitutions. All substitution must comes from the team's defending end line.
- All restarts will be kick ins and must be passed on the ground or will result in the other teams ball.
- There are no corner kicks, the team may have the ball at mid-field or in their goalkeepers hands.
- If the ball hits the netting above the ball is still in play. A goal can not be scored directly from the ball hitting the net above without being touch by an offensive player.
- Yellow Cards will result in a 2 minute penalty or the advantage team scores a goal to bring the team back to full strength.
- There is NO SLIDE TACKLING or PLAYING ON THE GROUND.

### HOW DIVISION RECORD IS CALCULATED Team Standings & Tie-Breaker Procedures

The team awarded the highest position in the standings will be the team with the greatest number of points. (Three points for a win, one point for a tie, zero points for a loss).

In the event that two or more teams finish the regular season with an equal number of points, the following tiebreakers will be used. If points per match are used, the tiebreakers will be used on a per match basis.

1. Total number of wins per match
2. Goal Differential (GD) per match (Goals For per match minus Goals Against per match)
3. Goals For (GF) per match

