

Summer Night Showdown – Tournament Rules

Tournament Format

- 6v6 (5 field players + 1 goalkeeper)
- Maximum roster: 12 players
- Three (3) guaranteed games for every team.
- Championship match will be played by the top two teams in each division (when applicable).

Game Length

- Two (2) 15-minute halves.
- 3-minute halftime.
- Running clock.
- The referee's decision on time is final.

Points

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

Tie-Breakers

If teams are tied on points, the following will determine standings:

1. Goal Differential
2. Goals Scored
3. Head-to-Head Result
4. Goals Allowed
5. Coin Toss (if still tied)

Substitutions

- Unlimited rolling substitutions are allowed.
- Players may enter only after the substituted player has exited the field.

- Goalkeeper changes must be acknowledged by the referee.

Offside

- There is **no offside**.

Restarts

- Kick-ins replace throw-ins.
- The ball must be stationary and placed on or behind the touchline.
- Opponents must remain at least 5 yards away.
- The kick-in must be taken within **5 seconds** after the player is ready to restart play. Failure to do so will result in a kick-in being awarded to the opposing team.
- A goal may **not** be scored directly from a kick-in. Another player must touch the ball before a goal can be scored.

Goal Kicks

- Goal kicks may be taken from anywhere within the goal area.
- The ball is in play once it leaves the penalty area.

Corner Kicks

- Standard FIFA corner kick rules apply.
- Defenders must remain at least 5 yards from the ball.

Free Kicks

- All free kicks are direct unless indicated otherwise by the referee.
- Opponents must be at least 5 yards away.

Goalkeeper Rules

- Goalkeepers may use their hands only inside the penalty area.
- Punts and drop-kicks are allowed.
- Goalkeepers may distribute the ball by throw, roll, punt, or kick.

Fouls & Misconduct

- Standard FIFA Laws of the Game apply unless modified by these tournament rules.
- Yellow Card: Caution.

- Red Card: Player is sent off and may not return for the remainder of that match.
- Teams receiving a red card must play short for two (2) minutes or until the opposing team scores, whichever comes first.
- Tournament officials may issue additional suspensions for serious misconduct.

Mercy Rule

- There is no mercy rule.
- Teams are encouraged to display good sportsmanship at all times.

Check-In

- Teams must check in at least **30 minutes before their first scheduled game.**
- Players must present one of the following:
 - US Club, USYS, AYSO, or other valid player ID card
 - Passport
 - School ID with a copy of the birth certificate

Player Wristbands

- After completing team check-in, each player will receive an official tournament wristband.
- Players must wear their wristband for the duration of the tournament.
- Lost or removed wristbands will be replaced for a **\$5 replacement fee.**

Equipment

- Shin guards are mandatory.
- Teams must wear matching jerseys with visible numbers.
- Goalkeepers must wear a jersey that clearly distinguishes them from both teams.
- Only turf/indoor shoes allowed.

Forfeits

- A team has a **5-minute grace period** after the scheduled kickoff time.
- A team unable to field at least five (5) players within the grace period will forfeit the match.

- A forfeit will be recorded as a 1-0 victory.

Referee Decisions

- All referee decisions are final.
- Abuse toward referees, tournament staff, players, or spectators will not be tolerated and may result in removal from the tournament.