## 6v6 Youth Summer League 2024 Tue $4^{\text {th }} \&$ Wed $5^{\text {th }}$ June - Tue $30^{\text {th }} \&$ Wed $31^{\text {st }}$ July

PLAYER REGISTRATION: All teams \& players must be registered in the online registration system, complete with players and payment before the tournament begins. A team will not be scheduled until payment is received. All teams must show proof of age \& identification to WWS before all games. No formal roster is needed, the online registration system will be sufficient, but proof of age will be required. ALL players will be required to fill out medical release forms and waiver.

COST \& INCLUDED: \$800 per team which includes all games, referee fees and medals/trophies.
Registration Deadline: $25^{\text {th }}$ May 2024
LOCATION OF LEAGUE: GVTC Communications Sportsplex,
29064 Bulverde Rd., San Antonio, Texas 78260. No games Tue $2^{\text {nd }} \&$ Wed $^{\text {rd }}$ of July.
ROSTERS: All rosters are frozen by the start of the first game. Exceptions may be allowed for extenuating circumstances but must be brought to the attention of the League. All players must print out on your game card. NO WRITE-INS, no players may be added to the team after a team has officially checked in. Players can play and be used from any club, organization, or affiliated league. Players can only play on $\mathbf{1}$ team in the summer league.
NUMBER OF PLAYERS: Fourteen (14) is the maximum number of players per team; 5 field players and 1 goalkeeper. Minimum of one goalkeeper and three field players required to start the game. Unlimited rolling substitutions are allowed, but players must get referee's attention and enter and exit at the half-field mark only. Players must wait until the substituted player has left the pitch completely before entering the playing area. In the case of a goalkeeper substitution, the referee must be informed, and changes made at a stoppage of play.

EQUIPMENT: All players must wear shin guards. Any player without shin guards will not be permitted to play. Home teams are responsible for providing game balls. Ball Size for all age groups is appropriate size for age group. Appropriate shoes must be worn (no metal cleats, no baseball or football cleats). No jewelry will be allowed (this includes earrings, necklaces, and bracelets).

No hard casts, braces or medical devices of any kind are allowed. Knee braces with hard parts may be worn if they have been wrapped and approved by the League.

UNIFORMS: Players do not have to have formal uniforms - T-shirts are acceptable. All players must be in the same color and teams that have a color conflict, away teams will be required to change shirts. Goalkeepers must have different colored jersey. Home team will be listed first on the schedule.

AGES \& DAYS: U8-U12 - Tuesdays / U13-U17 - Wednesdays.
Players can play up an age group but cannot play down. Age groups are set by birth year.
GAME TIMES: 6:15pm, 7:15pm
COACHING/SIDELINE: All teams must have an adult or coach present on the sideline at games.
GENDER: No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

SCHEDULE: Games will start $4^{\text {th }} \& 5^{\text {th }}$ July and playoffs will be $30^{\text {th }} \& 31^{\text {st }}$ July. Games tied after regulation play shall end in a tie except for playoffs \& finals. For playoffs and finals ending in a tie after regulation, games will go straight to penalty kicks, FIFA regulation 5 player shootout.

All games will work on a running clock with no suspension of time except in the event of injury requiring professional medical attention. Teams found to be delaying a game will be penalized. Games will start on
time and teams continuing to warm up when the game whistle has been blown will miss the start of the match and risk forfeiture of the match. Teams who arrive more than 10 minutes after the start time of the game will forfeit the match.

It is the responsibility of the winning coach, or home team in the case of a tie, to verify that the correct scores are posted on the game card and bring to the headquarters after the game.

In the event of inclement weather or any circumstances beyond our control, the Tournament Director has the authority to restructure or cancel the game. Every effort will be made to complete the games.

SCORING: Games will be scored according to the following:
3 points for a win;
1 point for a tie;
0 points for a loss.

## ADVANCEMENT: Playoffs will be July $30^{\text {th }} \& 31^{\text {st }}$

Top 4 teams per bracket: Semi Finals \& Finals (1v4 and 2v3)
TIEBREAKERS: Ties between two or more teams will be broken by.

1) Head-to-head results between tied teams;
2) Goal difference in pool play with limit of 5 goals
3) Most goals scored in pool play
4) Fewest goals against in pool play;
5) Playoff team shootout with entire rosters

FIELD DIMENSIONS: The playing area is rectangular and of the following dimensions:
55 yards long x 40 yards wide. Goal sizes are within the discretion of the hosting organization and will be appropriate in size.

PENALTY BOX: The penalty box will be 8 yards (length) x 16 yards (width).
GAME DURATION: All games, U8-U17 will be 50 minutes ( $2 \times 25$ minute half \& 5 -minute halftime).

## NO OFFSIDES IN 6v6 SOCCER - NO SLIDE TACKLING

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball. If that is not possible, the ball shall be placed five yards back from the infringement in line with the place of the penalty.

KICK OFF: May be taken in any direction. Kick-off is indirect and players cannot score from the kick off.
KICK-INS: Players will pass the ball into play \& are indirect. A player on the field must touch the ball before the ball enters the goal.

CORNERS: This is to be taken from the corner of the field where the ball went out and must be reentered into play via a kick.

FREE KICKS \& PENALTY KICKS: All free kicks are indirect except for a penalty kick which is direct. Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken on the edge of the penalty box ( 8 yards from goal) Goalkeepers must be on the goal line for penalties.

GOAL KICKS: May be taken from any point inside the goal box.

GOALKEEPER: The goalkeeper can return the ball into play by throwing or passing, NO PUNTING allowed. Goalkeeper cannot score from his/her own half of the field. Goalkeeper cannot hold the ball inside the box for more than 6 seconds, longer than 6 seconds will be a free kick outside the box for the opponents.

PLAYER DISCIPLINE (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or because of an incident that warrants sending the player off.

RED CARD: suspension for rest of game PLUS next game. A player receiving (2) red cards will be suspended for 4 games.
YELLOW CARD: 3 yellow cards for a player will result in player having to sit out one game.
FORFEITS: A forfeit shall be scored as 5-0.
SPORTSMANSHIP: Players, coaches and spectators are expected to always act in the nature of good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event. Each game will have an assigned referee to officiate. He/she will have the same powers and duties as laid down in the laws of the game. All decisions of the referee are final and will not be overturned.

PROTESTS: No protests will be permitted, with the exception of player eligibility. All decisions made by referees or League are final. The League will decide upon matters not in the tournament rules. Decisions will be final.

