



### **RULES (revised 10-31-20)**

1. Use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament. Players may play on only one team per age group. Coaches are responsible for the conduct of players and parents of their teams.
2. There will be a maximum of three players and a minimum of two players on the pitch at one time. Roster size for all ages is a maximum of 6 players. Rosters are frozen at check-in.
3. Equipment: Shin guards must be worn at all times. Medical equipment such as casts or braces must be approved by the referee. All field players must wear the same color shirt (numbers are NOT required). If two teams have similar colored shirts, the HOME team must change to a different color.
4. Offside rules will not apply.
5. Slide tackling by field players to steal the ball is not allowed and will be punished with an indirect free kick, unless there is a foul, which is a direct free kick. (Sliding where no opponent is present is allowed.)
6. Teams must be ready to kick off at game time or forfeit the game. Forfeits will be scored as a 5-0 win for the winning team. The home team will be the team listed first on the schedule.
7. Duration of play will be one 25-minute period with no halftime – OR the game shall end when a team reaches a 10 goal lead. Game length may be adjusted to maintain the schedule or to compensate for bad weather. Games may be played earlier or later to accommodate needed schedule changes.
8. In place of throw-ins will be kick-ins with the ball placed stationary on the touchline. Kick-ins are indirect. Since the ball is supposed to start on the touchline, it starts “in” and there is no such thing as a kick-in “not coming in.”
9. Corner Kicks are direct and are taken from on or behind the designated positions.
10. The kick-off may go in any direction.
11. Goal Kicks may be taken from any point on the end line, and not in the goal box area.
12. Spooky or scary noises may be used by referee in lieu of whistles. Smiles and laughter are also not allowed by players in these situations.
13. There are Direct Free Kicks and Indirect Free Kicks. Players on the defending team must remain a minimum of 5 yards from the spot of the kick.
14. Substitutions are unlimited and on the fly. The substitute must enter at the halfway line and wait for the player being substituted to cross the touchline and touch the substitute's hand before entering the pitch.
15. With the exception of a kick-in or an indirect free kick, a shot on goal kicked from anywhere on the pitch may score.
16. Every direct-free-kick foul after the first five fouls per team will result in a penalty kick for the opposing team. Referees may apply “advantage,” but should still add the foul.
17. Sent-off (red carded) players may not play in the remainder of the current game and the team's next game in the tournament. The team of a sent-off player may substitute for the sent-off player. Players sent off in two games in one tournament will be ejected from the tournament.
18. The game is over when time expires, irrespective of the flight of the ball or if an attack on goal is in progress. Time may only be extended for the taking of a penalty kick.
19. Scoring (in pool play) 3 points for a win; 1 point for a tie and 0 points for a loss. A forfeit is scored as 5-0.
20. Tiebreakers: In pool play, ties will be broken by: 1) Head to head result between tied teams, 2) Goal difference in pool play, 3) Fewest goals against in pool play, 4) Most goals scored in pool play, 5) team shootout with the entire roster.
21. Tied Finals or Semifinals will, after a two-minute break, go directly to a 3 minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by a shootout with the 5 players on the field at the end of the golden goal period.
22. Protests are not allowed. Officials' decisions are final regarding interpretation of facts or rules. Any official has the right to remove any unruly player, coach or spectator from the premises.
23. GOAL ARCH: The goal arch (12-foot radius arch) is directly in front of the goal. No player may touch the ball within the goal arch, however any player may move through it. Any part of the ball or player's body on the line is considered in the goal arch (the player is an extension of the arch). An INFRACTION occurs if a defender touches the ball in the goal arch, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal arch, a goal kick is awarded to the defensive team. Habitual or intentional touches in the goal arch MAY result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal arch, regardless of which team touched it last, a goal kick is awarded to the defensive team.