

## NSC Soktoberfest Rules October 17-18, 2020

The NSC Soktoberfest will be played under FIFA Laws and Regulations with the following modifications:

### I. TOURNAMENT FEES

- Please refer to tournament website for tournament fees.
- Teams that drop from the tournament will not be refunded their team application fee.

### II. TOURNAMENT HEADQUARTERS

NSC Campus  
1700 105<sup>th</sup> Avenue Northeast  
Blaine, MN 55449  
Contact: Lucas Camargo, 763.717.3231 or [lcamargo@nscsports.org](mailto:lcamargo@nscsports.org)

### III. FINAL TEAM CHECK-IN

- All teams must check in 30 minutes before the team's first game or earlier with Tournament Headquarter staff.
- Updated game schedules will be provided at Final Team Check-in.
- All participants must complete a waiver prior to attending the tournament.
- Teams will be accepted on a first-come first-serve basis through the application deadline (divisions may fill before this date). After September 15, teams will be placed on a waiting list and duly notified of their acceptance.
- Divisions offered are as follows:
  - Men's Open
  - Women's Open
  - Coed
  - Men's 30+
  - Men's 40+
  - Men's 50+
- Players must be 18 years of age or older to participate.
- A male may not play on a Women's Open team, but a female may play on a male team.
- Grandfather Rule
  - For the Men's 40+, Men's 50+, and Men's 60+, a grandfather rule may be applied, in which two players within 5 (five) years younger than the minimum age for the division can be added to the roster

### IV. The Field

- The field shall be 45-60 yards long by 35 - 45 yards wide. The field shall be marked with lines four inches in width.

### V. The Ball

- A size 5 ball will be used for the tournament.

### VI. Equipment

- Jerseys with numbers are required for each team. The team is responsible for their own jerseys.
- Shin Guards are required and mandatory for fall players and must be covered by socks.
- Footwear: Players may used flat, turf, molded or plastic cleats (no screw-in studs or metal cleats allowed)
- NO JEWELRY allowed

### VII. Number of Players

- The game shall be played by two teams each consisting of not more than seven players on the field, one of whom shall be the goalkeeper. Teams must have a minimum of five players to start a game.
- Adult co-ed division, three of the players must be female. If the team does not have three females, they must play down to the number of females you have.
- For adult leagues, players must be 18 years of age or older when player plays. A male may not play on a female team, but a female may play on a male team. If you do not have enough players a forfeit may result in your referee being taken off your field to referee another game.
- A game can start with five players. A game cannot be played with less than four players. If a player is ejected in this situation, the game will be forfeited in favor of the opposition.
- In the event of multiple players being sent off, a team shall not play with less than five players. Subsequently, penalty time will be started upon the conclusion of the earliest penalty. Players DO NOT return when the goal is scored.

### VIII. Substitutions

- Substitutions are limited to the size of the roster up to a maximum of 14 players. Only players on your roster who have completed all paperwork by the required forms deadline are allowed to participate in the tournament. Players may be rostered on two teams in different divisions.
- Substitutions may take place at any dead ball situation when acknowledged by the referee.

### IX. Duration of Game

- Games shall be two periods of 25-minute halves.
- Half time shall not exceed 3 minutes
- During Playoffs, if a game is tied at the end of regulation, it will advance immediately shootout following the FIFA Laws of the Game procedure for kicks from the mark with the modification of a three person shootout. For Adult Coed, shoots will alternate between male and female.

### X. Methods of Putting Ball into play.

- **Kick-off**
  - Away team listed on the schedule will start with the kick-off
  - A goal **CANNOT** be scored directly from a kick-off.
- **Kick-in**
  - When the whole ball passes over the touchline, either on the ground or in the air, it shall be kicked back into the game in any direction from the place where it crossed over the touchline by a player of the opposite team to that which touched it last. The ball must be stationary on the touchline or within 1 foot of the touchline "outside of the field of play." Even if the ball is placed outside of the field, the rules will perform as if the ball is placed "on the line." Therefore, a miss-kick that results in the ball not entering the field will result in a loss of possession of the kick-in, since the ball was started "in bounds" or on the line. It shall be deemed in play immediately once it has been touched. The kick-in shall be taken within 6 seconds of the time it is placed on the line. The player taking the kick-in shall not play the ball a second time until it has been touched or played by another player. The player of the opposing team shall be at least 10 feet away from the spot where the kick-in is being taken.
  - A goal **CANNOT** be scored directly from a kick-in.
- **Free Kick**
  - All free kicks shall be classified as "direct free kick" (from which a goal can be scored directly).
  - When a player is taking a free kick, all of the opposing players shall be at least 10 feet from the ball, until it is in play.
  - The ball must be stationary when the free kick is taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.
  - Infringement:
    - If the player taking the free kick, after having kicked the ball, plays it a second time before it has been touched or played by another player, a direct free kick shall be taken

by a player of the opposing team from the spot where the infringement occurred. However, if it is committed within the goal area, a direct free kick shall be taken from the point outside the goal area nearest to the spot where the infringement occurred.

- If the team taking the free kick takes more than 6 seconds to do so, the referee shall award a direct free kick to the opposing team.

- **Corner Kick**

- When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by the defending team, a corner kick shall be awarded. On a corner kick, the ball shall be stationary and placed within 18 inches of the corner of the field.
- The corner kick shall be taken from the side of the field closest to where the ball went out of bounds. The player taking the corner kick shall not play the ball a second time until it has been touched or played by another player. The player of the opposing team shall be at least 15 feet away from the spot where the corner kick is being taken.
- A goal **CAN** be scored directly from a corner kick.

- **Goal Clearance**

- When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by the attacking team, the goalkeeper, standing within his own goal area, shall throw it back into play, beyond his own goal area. The ball shall be deemed in play as soon as it has passed outside the goal area.
- The players of the opposing team shall remain outside the goal area until the ball is in play.
- A goal **CANNOT** be scored directly off of a goal clearance.
- **Infringement**
  - If the ball is touched or played by the player of the same team, as the goalkeeper who is making the goal clearance, or by a player of the opposing team inside the goalkeeper's goal area, the goal clearance shall be retaken.
  - If after having cleared the ball, the goalkeeper touches it again before it has been touched or played by another player, a direct free kick shall be awarded to the opposing team from the place where the infringement occurred.

- **Goalkeeper**

- Once the goalkeeper possesses the ball in his/her hands, he/she may not punt or drop kick the ball into play. The ball may be thrown or rolled into play or the goalkeeper may play the ball to their own feet. During a goal clearance (the ball left the field of play over the end line last touched by the attacking team), the goalkeeper may only throw or roll the ball back into play and it must clear the goal area prior to being touched by another player. Once the goalkeeper has put the ball back in play he/she may not touch it again with his/her hands until it has touched another player.

- **Kick-in**

- When the whole of the ball passes over the side line, either in the air or on the ground, the team in possession of the ball shall put it back into play by kick-in. The ball shall be placed on the line. In case the ball is placed outside the line or inside the field, the team loses possession and a kick-in shall be taken by a player of the opposing team from the spot where the infringement occurred.
- A goal **CANNOT** be scored from a kick-in

- **Slide tackle**

- Slide tackle are not allowed and a free-kick will be awarded for the opponent. Only goalkeepers are allowed to slide to the ball.

## XI. Scheduling

- Teams will be divided into groups of 3, 4 or 5 for round robin play

- Teams are guaranteed 3 preliminary games.
- All games do count in the group standings for determining play-off placement
- If there are an insufficient number of teams in a group/flight, the tournament reserves the right to combine age groups or flights. When this occurs, teams will be notified.
- Abandoned Match: If a game in progress is cancelled for any reason, it is considered complete when one half of a game is completed.
- Forfeits: The tournament will make every effort to avoid a forfeit. A forfeit may only be decided by Tournament Headquarters. The tournament philosophy is to put its effort into playing tournament games rather than declaring forfeits. In general a forfeit will be called if a team consisting of at least 7 players has not arrived at the field within 1 hour of the start time. The tournament staff reserves the right to determine whether or not a team who forfeits during group play will advance to the playoffs regardless of the standings.

## **XII. WORLD CUP GROUP RANKING**

- No overtime will be played during group competition.
- Teams will be awarded three points for a win and one point for a tie.
- A forfeit score will be recorded as a 3-0 victory.
- The maximum recorded "goal differential" in any one game shall be 7.
- Score should be verified with referee at the end of each match. Any scores that are marked incorrectly on the game card will affect the standings.
- Following preliminary rounds, criteria in order of importance will determine placement for the play-off brackets:
  - Greater number of points. Each team receives 3 points for a win, 1 point for a tie, and 0 points for a loss.
  - Head to head record. (This will not be considered if three or more teams are tied)
  - Goal difference. Subtract total goals allowed from total goals scored.
  - Goals Scored.
  - If still tied, teams will advance to kicks from the mark prior to the playoff game.

## **XXIII. ADVANCEMENT PROCEDURES**

- Top two teams from each group will advance to the playoffs.
- If the teams are tied after regulation in playoffs (including finals), will advance directly to kicks from the mark.
  - The FIFA tie-breaking procedure of kicks from the penalty mark will be used to determine who advances.
  - A 3-person shoot-out will take place, if still tied will go to sudden death.
  - In coed divisions, the team must alternate genders.

## **XIV. UNSPORTING BEHAVIOR**

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Zero tolerance for verbal or physical acts of discrimination by players, coaches, other match officials or spectators.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage moral and social responsibility.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Show pride and support for your club, state and country, but be respectful of other nation's customs and traditions.
- Profanity is not tolerated and is subject to cautions or dismissals.

- Any player, coach spectator or participant who is ejected from a game or participates in any misconduct will be contacted by tournament headquarters at a minimum and the local authorities will be called if necessary. Misconduct by any of the above listed may result in a warning, game forfeit, tournament disqualification or other action if necessary.

#### **XV. YELLOW CARDS**

- If a player receives a yellow card during a game, he must leave the playing field and sit on his bench for 2 minutes running time. The official will keep the time. Another player **MAY** be substituted for the cautioned player. If the team is playing with only six players, they will have to play short for 2 minutes running time. In coed leagues, if a female is cautioned, the team must continue to play with two female field players while the cautioned player sits out. In the event that the team has no female substitutes, they will need to play short for two minutes.

#### **XVI. RED CARDS**

- The player receiving a second caution or red card will not be allowed to play for the remainder of the that game and must leave the playing area and leave the facility.
- The player will serve the suspension in the next game.
  - Violent Conduct by a player or coach may result in more than a one game suspension by tournament committee decision.

#### **XVII. VIOLENT CONDUCT**

- **National Sports Center takes fighting, serious incidents and unsporting behavior seriously.**
- Should a team, player or fans be involved in a fight or serious incident at the facility
  - Players involved in a fight or serious incident will be automatically kicked out from the tournament and further punishment of other team members will be determined by the tournament director.
  - Teams involved in the incident will be removed from the tournament with no refunds.
  - Fans causing problems or incidents will be escorted of the premises immediately.
  - The tournament committee will make a ruling on the incident and notify teams of disciplinary action.
  - All decisions are final and non-disputable.

#### **XVIII. PROTESTS**

- No protests will be heard on any judgment calls by the referee. All decisions by the referee are final.
- Protests on player eligibility and other technical matters may be made in writing and submitted to headquarters within one hour of the conclusion of the match.
- Express concerns regarding violations prior to the start of the game or at the time the incident occurs.
- If you have a problem regarding the rules or procedures at your game, take the following steps:
  - Notify the referee immediately so that a correction can be made.
  - If the situation is not resolved, notify the field manager and a tournament official will respond.

#### **XXV. WEATHER PROVISIONS**

- Severe weather is a possibility. All weather decisions are the sole decision of the tournament committee and are based on the Weather Sentry storm tracking system and weather spotters used by Anoka County Airport, TPC Golf Course and the NSC Victory Links Golf Course.
- If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament committee will make the necessary decisions concerning the rearrangement or cancellation of games for any reason. **Every effort is made to play all games in their entirety.** Fees are non-refundable, if games or the tournament are cancelled for any reason.

**The tournament committee has the right to:**

- Institute water breaks, if the heat index is high. This is not a coaching break; players must remain on the field.
- Shorten the length of games.
- Suspend games due to lightning.
  - A game may be suspended by the tournament committee without being cancelled or considered complete if in the second half of play. If the decision to terminate a game is made, and, if one half of the game has been played before termination for weather conditions, the game stands as a completed match.
  - If it is necessary to suspend games, suspension and “all clear” announcements will be made over the radios to the field managers. Information will also be posted on the website.
  - When games are suspended, coaches and players are instructed to proceed to the nearest safe location: team buses, cars, or the buildings on the NSC campus. Teams should not be on the playing fields, in tents or shelters during game suspension due to lightning.
  - Teams are requested to stay with their teams. A team representative may come to tournament headquarters to await updates.
  - Teams should stay in a safe location until they see tournament staff return to their posts with radios.
  - Teams should then proceed to their respective field to receive instructions on resuming games.