



## August 8+9, 2015

### Rules

**Tournament Dates are Saturday and Sunday, August 8 and 9, 2015.**

The Tournament Committee will accept applications in the order submitted. A team becomes an official entry after the tournament committee has received the application fee. All teams must register by July 27th.

**Entry Fee is \$300/7v7 team, \$400/11v11 team, UNTIL July 7, 2015 after which add +\$100**

All teams are guaranteed a minimum of three games. Playoff rounds are not guaranteed. Should the tournament not commence on the above-mentioned dates, all teams will receive full reimbursement for monies received by the tournament committee. Should the tournament cancel a guaranteed game, a \$100 refund or credit to next year's registration will be applied.

Any team that decides not to play after July 27 will forfeit its registration fee.

Games will be played rain or shine unless extreme weather conditions exist.

**Player Qualifications:**

Players must have valid ID and be 18 years or older as of July 1, 2015 to be eligible for the tournament, unless they bring written permission from their youth club president to play-up.

Rosters must be completed online or before time of registration, arrive early.

Players may not be on more than one roster in a given division.

Players must be on official roster and cannot move in an attempt to stack a team for playoffs or finals.

**Scheduling:**

The tournament will be divided into one or more groups. The tournament committee has the right to structure a division in the best interest of the participants. Schedules will be released at least one day before the tournament.

Any changes to the aforementioned will be passed along to the coaches.

The most points scored within each respective group will decide advancement to playoff rounds.

**Roles and Responsibilities of the Teams and Players:**

Teams must uphold the Tournament Rules and Regulations. Teams at all times will encourage good sportsmanship and fair play or be subject to forfeit of games and registration fees. Players will participate in positive coaching and control all spectators for your team. Sideline coaching is limited to two coaches per team.

Negative comments to the Referee will not be tolerated. If ejected, a player must leave the field and adjacent area.

Red Cards will cost the team 2 points, and 1 point for each Yellow Card, in consideration of the qualification round.

**Competition Rules:**

There is offside!

Shinguards must be worn during play.

Matching team color shirts are required.

Substitutions must be made with consent of referee.

Teams are expected to be ready to take the field 5 minutes prior to start of game; warm-ups must be done prior to taking the field. A scheduled game shall not commence if one or both teams cannot field the minimum number of

players. If either team is not ready with minimum players 10minutes after planned KO, the game shall be deemed forfeited. The winning team shall receive a 1-0 victory. If no team is ready, no points are awarded.

All free kicks are **DIRECT** at the point of infraction unless a referee awards a penalty kick for a foul inside the box. Keepers may not use their hands on balls played back to them by their own team. Infractions will result in a direct free kick at the point of handling.

**7v7 Games** All games will be **50** minutes with 25minute halves and a three minute intermission.

**6 field players and 1 Goalkeeper**, and minimum of 5 Players.

**7v7 Keepers may not punt or drop kick or throw the ball over the mid field line** (otherwise ball will be placed on the midfield line for a direct free kick for the opposing team).

**CoEd Teams must play with at least 2 female players on the field at all times**, including if the goal keeper. If a team is short female players they must play down (not less than 5) but will forfeit the game if they cannot field at least one female player.

**11v11 Games** All games will be **70** minutes with 35minute halves and a five minute intermission.

FIFA Rules and 7 player minimum apply.

Overtime would be during playoff games only as follows: Two 5min golden goal periods, after which if tied followed by a PK shootout (best out of 5 and then head to head). Only players on the field at the end of the 2<sup>nd</sup> 5min OT period permitted in PK shootout. FIFA rules apply.

**Referees:** Referees will adhere to PAWest and FIFA Rules and appear in full uniform.

Referees will have full control of all games (all Referee decisions are final).

**Unlimited Substitution will be at Referee's discretion.** The referee may stop the play, or wait until the ball is out of play. If a player is injured, the injured player may not return until cleared by the referee.

A team may play down a player if they so choose, but not less than 5 for 7v7 nor less than 7 for 11v11 play.

Adding extra time in the event of injury is permissible at the sole discretion of the referee.

#### **Cautions:**

If a player receives a yellow card, he/she may be required to substitute at the referee's discretion.

If a player receives a red card, the team will play down for the remainder of the game and that player may not re-enter the game. A player with a red card (or 2 yellows in one game) will sit out the remainder of that game and the next game as well. Coaches or spectators shall not enter the field of play unless requested by the official.

#### **Scoring:**

6 Points for a Victory

3 Points for a Tie

1 Point for each goal scored (Maximum 3 goals per game)

1 point for a shutout

Forfeit: Recorded as 1-0 win

Each Yellow Card: Deduct 1 point

Each Red Card: Deduct 3 points

Note: two yellows in a single game will equal a red. The team will be deducted 2 points only

#### **Tie Breaker Criteria**

In the event that a tie exists when determining the top teams in each group, the following criteria will be used: Goal Difference, Goals For, Goals Against, Head-to-head competition, Fewest Red Cards received, Fewest Yellow Cards received, PK Shoot-out (see Overtime section above).

**PROTESTS WILL NOT BE ALLOWED**