



Soccer Tournament Rules

Competition Format

Match Duration

Each match will consist of two 15 minute halves with a 2 minute halftime period. All games will start promptly. U12 division is 12 minute halves.

Number of Players

All divisions are 6v6 (5 field players plus a goalkeeper). Roster size is limited to 12 players.

Tournament Format

Round Robin group play within groups of 4. One or two teams will advance to the knockout round from each group in a format dependent on the number of groups, which will be announced prior to the tournament. **All teams will be guaranteed 3 games.**

Determining Group Standings

During group play, teams are awarded 3 points for a win, 1 point for a draw, and 0 points for a loss.

The rankings of teams in each division are determined as follows

1. points obtained in all group matches;
2. goal difference in all group matches;
3. number of goals scored in all group matches;

If two or more teams are equal on the basis of the above three criteria, their rankings are determined as follows:

4. points obtained in the group matches between the teams concerned;
5. goal difference in the group matches between the teams concerned;
6. number of goals scored in the group matches between the teams concerned;

If two or more teams are still equal on the basis of the above criteria, their rankings will be determined by a penalty shootout if necessary.

Championship Extra Time Procedure:

In the event of a championship match ending in a draw, there will be one 10 minute “golden goal” extra time period (first extra time goal wins the match). If the match is still tied after the conclusion of extra time, the result will be determined by a penalty shootout. Each team selects 5 players to take penalty kicks. If the shootout is still tied after all 5 players kick, the shootout resumes with the first kicker from the order for each team in a “sudden death” format until a winner is determined.

Equipment

1. Players can wear molded rubber soled cleats, turf shoes, or indoor shoes to play. Shin guards must be worn under socks at all times. No earrings, necklaces, rings, chains, or hair barrettes are to be worn at any time. Casts must be wrapped with a soft material and approved by the referee before the start of the game.
2. Game balls must be approved by the tournament director.
3. Matching shirts are required per team. We prefer the shirts to include a unique number, but it isn't mandatory.
4. In the case of a uniform conflict, “home” team will be required to change shirts.

Indoor Rules

Fifa laws apply except where noted otherwise:

1. The **offsides** law is not enforced.
2. All **free kicks** are *indirect* with the exception of penalty kicks.
3. **Substitutions** will be allowed “on the fly.” The player being substituted must leave field before the substitute enters.
4. A **ball striking the ceiling** will result in an indirect kick for the opposing team that can be taken anywhere on the halfway line.
5. **Goal Kicks** may be taken anywhere inside the penalty area and may not travel over the halfway line in the air. A violation results in an indirect kick being awarded at the halfway line to the opposing team.
6. A **goalkeeper's throw** may not travel over the halfway line in the air. A violation results in an indirect kick being awarded at the halfway line to the opposing team.
7. A **goalkeeper may not punt**. A goalkeeper's “drop kick” of a bouncing ball may not travel over the halfway line in the air. A violation results in an indirect kick being awarded at the halfway line to the opposing team.
8. During a **free kick** procedure, the defending players must be at least 6 yards from the ball, unless they are on their own goal line between the goalposts.
9. **Slide tackling** is not allowed. Sliding to control or play a ball is allowed so long as the referee determines that there is adequate distance between the sliding player and any nearby opponents.

Age Specific Modifications:

- U10:
 - No deliberate heading- an offense results always results in an indirect free kick to the opposing team
- U12:
 - Heading is permitted, but coaches are responsible for ensuring no player 10 years old or younger deliberately heads the ball.

Misconduct

The arena reserves the right to eject any player, coach or spectator for conduct deemed detrimental to the integrity of the Liberty Arena. If a player receives a yellow card, they are required to sit out for the next 5 minutes of the match.

Yellow Card (Caution)

1. Unsporting behaviour
2. Dissent by word or action
3. Persistent infringement of the Laws of the Game
4. Delaying the restart of play
5. Failure to respect the required distance when play is restarted with a corner kick, throw-in or free kick
6. Entering the field of play before the player being substituted has left the field.

Red Card (Dismissal)

1. Serious Foul Play
2. Violent conduct
3. Spitting at an opponent or any other person
4. Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. Using offensive, insulting or abusive language and/or gestures
7. Receiving a second caution in the same match

Any team that is issued a red card, will continue the match with one less player. Any red card offense will result in a minimum one game suspension from the tournament, which may be extended at the discretion of the tournament director.
