



## Rules/Game Procedure

- A. There is to be NO DOGS', SMOKING or ALCOHOL at any of the fields.**
- B. All teams will be scheduled for a minimum of three games. Check your teams Schedule and the list of fields and maps. It is possible that you may be playing at more than one venue.**
- C. All games are considered to be final and no protests will be allowed.**
- D. Durations of games and overtimes, by halves, and Ball sizes are as follows:**
- U-9/10 Twenty-Five (25) minute halves. Ball size 4 U-11 Thirty (30) minute halves. Ball size 4 U-12 Thirty (30) minute halves. Ball size 4 U-13 Thirty (30) minute halves. Ball size 5 U-14 and up Thirty (30) minute halves. Ball size 5
- Overtime when needed will be five (5) minute halves for all age groups
- E. Championship games are as follows:**
- U-9 /10 Twenty-Five (25) minute halves. U-11 Thirty (30) minute halves U-12 Thirty (30) minute halves U-13 Thirty (30) minute halves U-14 and up Thirty (30) minute halves
- F. Halftimes will not exceed Five (5) minutes in duration.**
- G. Substitution will be allowed on any stoppage of play. Prior to substitution all players must inform the AR, and players must enter the field from half line with the permission of the center referee.**



**H. Teams shall be awarded points based on a Ten (10) point system.**

Win 6 points Tie 3 points Loss 0 points Shutout 1 point

In addition each team will receive one point for each goal scored, up to a maximum of three points.

Shutout points will be received even in the event of a zero (0) to zero (0) tie.

For any **Coach/Trainer/Administrator** ejected from the game the team will have **one points deducted** from their total. They will not be allowed to attend the next game.

For any **player ejected** from the game the team will forfeit **one point** from the team's total. Also that player cannot play in the next match

**I. Teams will be considered to forfeit if they are not capable of starting play five minutes after the scheduled start time.**

The team which "Wins by Forfeit" shall be deemed to have won by a score of one (1) to zero (0) and will receive eight (8) points. There is no financial consideration for a forfeited game.

**J. the home team which is listed first on the schedule will choose the side of the field and change jerseys if there is a conflict, also home team will supply the game balls.**

**K. U- 9/10 teams must have a minimum of six (6) players to start a game. U-11 and older must have a minimum of seven (7) players to start a game. Failure to provide these minimums will result in a forfeit.**

**L. Tie Breakers**

1. Winner of head to head competition.
2. Goals Differential - goals scored, minus goals allowed, up to a maximum differential Of three (3) goals per game.
3. Fewest goals allowed
4. Most goals scored (maximum of five (5) goals per game.)
5. Shut out wins (forfeits not counting)
6. FIFA Penalty kicks



**M. Semi final and final games ending in a tie will play two (2) five (5) minute overtimes. Followed by FIFA penalty kicks if needed.**

**N. Awards will be given to all first and second place teams.**

**O. Cancellation policy.**

Cancellation of all matches 100% of entry fee minus \$100.00 administration fee. One match played 60% of entry fee after minus of \$100.00 administration fee. Two matches played 40% of entry fee after minus of \$100.00 administration fee. Three matches played 0% of entry fee. A match is defined as 50% (halftime) completed. Any team that withdraws from the tournament after the entry deadline date forfeits their entire entry fee. All late fees paid are not refundable and should be considered as an administration fee for being late.