



# TOURNAMENT RULES

**The Roster:** 4v4 max of 10 players. 7v7 max of 14 players. 9v9 max of 18 players allowed on roster. 4v4- no keeper. 7v7- 6 field players and a keeper. 9v9- 8 field players and a keeper. Players can play on multiple teams in DIFFERENT age divisions. Players CANNOT play for multiple teams in the same age division. (i.e. U9 player can play for 1 team in U9 division and also play on one team in U10 division). All roster changes are due before your team's first game.

**The Game:** 25-minute running clock. In Pool play, games may end in a tie. In knock out rounds, if a game should end in a tie, there would be a shoot-out. The shoot-out will consist of both teams kicking a total of 5 kicks (except for 4v4- a total of 3 kicks). If after the shoot-out there is still a tie, a sudden death shoot-out will be played. Players involved in the shoot-out cannot participate in the sudden death shoot out. (Once a player has participated in the shoot-out, they are no longer allowed to kick again until everyone on the team has kicked once.)

## Standard soccer rules apply:

- If the ball hits the ceiling, play will stop, and the ball will be awarded to the other team at the spot of contact as an indirect free kick.
- Kick-ins for U7 & U8.
- All restarts must occur within 5 seconds or ball will change possession.
- There is no slide tackling. However, sliding to block the ball by the keeper is allowed. And a field player may also slide to block the ball as long as there is no contact with the opponent. Repeated violations will result in a yellow card.
- There is no offside at U7 & U8. Offside will be enforced for U9 and above. Offside will be called for players past the penalty area line.
- Goalkeepers are not allowed to punt the ball. They can drop kick the ball after two bounces.
- Goal kicks are taken from any where on the goal line.
- A wall for 4v4 & 7v7 is 5 yards. A wall for 9v9 is 8 yards.
- No penalty kicks for U7 & U8. If a defensive foul is committed near the goal, the restart location must be a minimum of 5 yards away from the goal.
- Sub on the fly at all ages. The player subbing on, cannot play the ball until the player they are subbing for, has left the field of play. Repeated violations will result in a yellow card.
- Team listed first on the schedule is the home team. The home team must change into an alternate jersey should there be a color conflict.

**Red Card- The player receiving the red card is ejected from the game and suspended for the following game. The team will be sanctioned with a \$50 fine and cannot play until the fine is paid.**



# Tournament Point System

## Standings:

- ❖ WIN = 3 points
- ❖ LOSS = 0 Points
- ❖ TIE = 1 point (for each team)

## Standings Tiebreakers:

In case of a tie, the following tie breakers will be used (in order):

- Head-to-Head Competition
- Goal Differential (Max 4 goals per game)
- Goals Allowed
- Goals Scored
- PK

## KNOCK OUT ROUNDS:

- U7 & U8- shoot-out from the half line. The shoot-out will consist of three players and if necessary, then sudden death.
- U9 and above Shoot-out with keeper. The shoot-out will consist of five players and if necessary, then sudden death.

## DISCLAIMER

Neither the Tournament Committee or the Roma Sports Club are responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather. No refunds will be made unless the tournament is cancelled, in which case refunds will be disbursed on a pro-rata basis with a full refund if the event is cancelled before it starts. If the tournament is cancelled due to an "act of nature", the tournament has the option of retaining 20% of the team entry fee.