



TOURNAMENT RULEBOOK

SCHEDULE

Approximate tournament times are 1pm to 8pm. Final times will depend on the number of teams participating. The schedule will be prepared and sent out one day before the tournament.

GAMES

All games will be 30 minutes long consisting of two halves of 15 minutes with no halftime break.

STANDINGS

The tournament is set up on a Best Record System. A team's record is the total number of points earned per game:

Result	Points
Win	3
Tie	1
Loss	0

ROUND ROBIN FORMAT

- Each team will face all other teams within their group.

KNOCKOUT FORMAT

- The top 4 teams at the end of the round robin round will compete in finals (1 v 4 and 2 v 3). Both winning teams will go through to the championship final.
- If the score is tied after regulation time in the knockout round, the game will be decided by kicks from the penalty mark (5 per team).

TIE BREAKERS

- If two or more teams are tied, the head to head result (win/loss record of the game(s) including the aggregate of the goals scored and conceded between the tied teams) determines the winner
- If two or more teams are still tied the best goal differential in all league games determines the winner.
- If two or more teams are still tied, the winner is the team with the most goals scored in all league games.
- If two or more teams are still tied, the winner is the team with the fewest goals scored against them in all league games.



PLAYERS

- A player must be at least eighteen years old to play in any adult league.
- A player can only play on one team during the entirety of the tournament including the knockout round.
- Each team plays with a maximum of five field players and a designated goalkeeper on the field. A team can play with a minimum of three field players and a goalkeeper.
- All players on a team must wear matching shirt colours/uniforms.
- *Goalkeeper:* A team must have a designated goalkeeper on the field at all times. The goalkeeper must wear a jersey colour that distinguishes them from all other field players and from the referee.

SUBSTITUTIONS

- During the game an unlimited number of player substitutions may be made and they can be made on the fly.
- Players may only enter the field through the substitutions area. They may not substitute by leaving the field on the spectator's side or out the back of the goal side.
- Violations of the above substitution rules could result in a two-minute penalty.
- A goalkeeper may only be substituted during a stoppage of play.

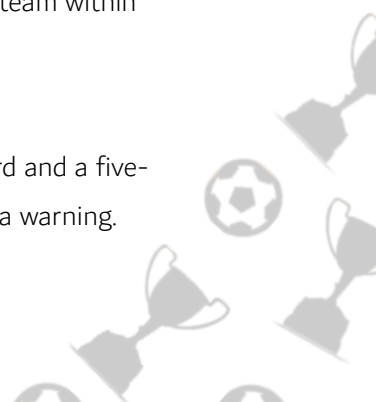
SCORING

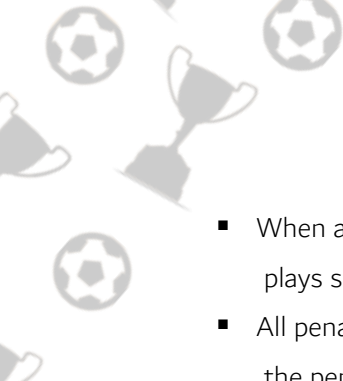
- A goal is scored when the whole ball crosses the whole of the goal line, between the goalposts and under the crossbar, provided that no violation of the rules has been committed by the team scoring the goal.
- A goal cannot be scored once the horn has begun to sound; the whole ball must cross the whole line before the start of the horn.
- A goal can't be scored directly from any restart except on a penalty kick.

FOULS AND RESTARTS

- Fouls include any obstruction and dangerous play towards another player, including but not limited to: kicking, tripping, jumping into, charging, heading, striking, pushing, tackling, holding, spitting and hand balls.
- There will be no slide tackles. Any slide tackle will result in two-minute time penalties.
- All restarts are indirect meaning a goal can only be scored after a second player has touched the ball.
- For all free kicks the opposing player must provide a minimum of 5 yards for the taking of a free kick.
- A penalty kick is awarded for any deliberate infringement of the rules by the defending team within their own penalty area, which is penalized by a direct free kick.

TIME PENALTIES and SHORT-HANDED PLAY

- If in the referee's opinion a foul is serious a two-minute penalty or an ejection (red card and a five-minute penalty) may be given. A player can be given a red card without first receiving a warning.
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- When a player receives a time penalty the time begins when the referee restarts play, and their team plays short until the time expires.
 - All penalties will also run until time expires. If the penalized team is scored on while serving a penalty the penalty continues until the time expires.
 - The game may be extended when a penalty is called in the last two or five minutes of the game with the length of time added being based on the length of time remaining in the penalty.

DISCIPLINE

Referees and staff members have the right to remove a player, coach, or spectator before, during or after a game. That person must leave the property immediately. Failure to leave the premises will result in the game to be terminated and the win awarded to the opposing team.

RED CARDS

If a player is issued a red card, they are ejected for the rest of the game and the entire tournament.

