

## Tournament Rules

**Game Length:** 3 Guaranteed Matches w/ a Final in every age category

- U9 – U14 2x20 minute halves

Teams must be prepared to play @ scheduled time. Tournament director will use an air horn or other device to signal the start and the end of the halves. U9 thru U12 will play with a size 4 ball, U13/U14 and above will play with a size 5. Games are played with 4 field players with no goalkeeper.

### **Rosters:**

Roster will be created by the Professional Staff of DASC. Teams will be created with a maximum of 6 players to ensure a quality playing experience.

### **Rules of Play:**

All rules will conform to FIFA rules of the game with the following exceptions:

- **Field size:** Is approximately 80 x 54 ft. and is played with 4 field players with no goalkeepers.
- All restarts will be indirect kicks including kickoffs and fouls
- Out of bounds will be restarted with a kick in from the spot where the ball went out of bound.
- Goals can only be scored from within the attacking half, **except in the arc in front of the goal**. A player may pass through this area but cannot make contact with the ball inside the arc (defensively or offensively). If a player makes contact with the ball inside the other team's arc, the result is a goal kick. If a player makes contact with the ball inside their own arc, **a goal will be awarded to the other team.**
- No offsides will be called.
- Substitutions may be made on any dead ball by either team including out of bounds, fouls, or after a goal is scored.
- **Uniforms:** Sets of pennies of different colors will be placed on each half of the field. These pennies will act as uniforms. Upon completion of each game, players will drop the pennies on the half of the field that are defending at the end of the game.

#### **Players Should Wear the Following the Day of the Event:**

- White T-Shirt (logos are fine as long as the primary color of the t-shirt is white)
- Dark Shorts
- Shin Guards w/ Socks Pulled Up Over Them
- Cleats (no toe cleats)

***All matches will be monitored by the DASC Professional Staff and there will be no protests.***

### **Point System:**

3 points for a win

1 points for a tie

0 points for a loss

1 point for each 3 goals scored to a max of 3 (example 5 goals=1 pt, 6 goals=2 pts)

Team Captain will turn in a score card at the end of each game to the score table. DASC staff member monitoring the game will help the players with the score card.

### **Tie breakers:** (in order)

Head to Head Competition

Goal Differential (Max Goal Differential in a Game is +9)

PK Shootout from the Half (3 shooters, if still tied after the 3<sup>rd</sup> shooter, the 3 designated shooters will continue to take PK's until one team misses and the other makes it in the same round)

Finalists will be determined by points.