

# SPACE CITY CLASSIC TOURNAMENT RULES



**Note:** The Tournament Director reserves the right to modify the rules at his discretion to facilitate the flow of the tournament. The Director will have the final judgment on any suspensions, rule discrepancies, or controversial issues that may arise during or after play.

## **Tournament Divisions:**

(minimum age 18)

All Gender Open Division

## **Number of Players/Rosters**

Number of players on a roster: 12 max

7 players on the field – 6 field players plus a goalkeeper.

Games cannot be played with fewer than 5 players.

A team roster and waiver must be completed and turned in prior to the tournament.

Only those on the original roster are eligible to play in the tournament.

Players cannot play on multiple teams in the same division. A forfeit will be required of a team using a player who is not on the original roster.

## **The Game**

Field size is approximately 70 yds x 50 yds

Goals are 6 ft. x 18 ft.

Penalty area is 36 yds. x 12 yds.

A size 5 ball will be used during all matches to be provided by the tournament.

Group Games duration will be one 22 minute period.

Knockout Games duration will be two 15 minute halves with a 3 minute halftime.

Game clock will run continuously at the discretion of the officials.

The offside rule does not apply in the 7v7 format.

In case of a tie after regulation time during group play, the game will finish as a tie game.

(Scoring System outlined below)

Each team is provided a unique colored tournament shirt that can be used for games. Teams can provide their own uniforms if desired but will be asked to change uniforms if jerseys between opposing teams conflict.

All players must wear shirts (no shirts vs. skins).

Slide tackling is allowed. **Caution should be exercised by players to avoid using excessive force or coming from behind. Referees will have discretion to prohibit slide tackling if necessary.**

## **Substitutions**

Teams may sub on the fly at any time during the game.

The player coming off the field of play must be within 2 yards of the touchline near their teams bench before the new player comes onto the field of play.

All players should make an attempt to sub near their team's bench unless approved by the referee.

If subbing on the fly becomes an issue during any game, the referee can impose a rule that he/she must approve all subs.

### Player's Equipment

Shin guards are mandatory and must be completely covered by socks.

In the event of a shin guard violation, the player will be sent off until properly equipped and the team will be warned.

All players that are on the pitch must wear shin guards.

### Knockout Stage

For any knockout game (quarter-final, semi-final, or championship) that ends in a tie, the game will go straight to penalties where 3 kicks will be taken by each team. If tied after 3, then sudden death will take place.

All team members on the field must kick (unless injured – ref determines) before a player takes a second shot, **\*Only players on the field at the end of regulation may participate in the penalties with the exception of a team playing short due to a red card may either add 1 player from bench to be the seventh kicker OR choose to have their opponents only use six kickers.**

### Forfeits

If a team is running late, the opposing team will be awarded a goal 3 minutes after the scheduled start time, and a second goal 5 minutes after the start time.

A forfeit will be awarded if an opposing team is not ready to play within 8 minutes of a scheduled start time.

The clock starts at the scheduled kickoff time and time will not be made up if a team shows up late.

A forfeit will go down as a 3-0 win for the team that is there and ready to play.

If both teams do not show, or are not ready to play – neither team will be awarded points.

### Start of Play

Opposing players must be outside the center circle prior to kick offs.

Restarts do not have to go forward after goals or to start periods. No drop balls in penalty area.

### Fouls & Free Kicks

All fouls/infractions apply except for offside. The offside rule does not apply.

All free kicks are indirect free kicks, with 3 exceptions (corner kicks, kickoffs, and penalty kicks are all direct).

Opposing players must remain at least 4 yards from the ball.

Once the referee signals for play to continue, the kicker has 5 seconds to play the ball.

Slide tackling is allowed but caution should be exercised by players to avoid using excessive force or coming from behind. Referee has final discretion on slide tackles.

A penalty kick shall be awarded when a hand ball in the penalty box occurs, or if a player is fouled in the box during an obvious goal-scoring opportunity.

### Goalkeepers

A goalkeeper, having control of the ball in hands, and having released it from his/her hands to be played, either by himself/herself or a team-mate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.

Keepers may not use their hands when a ball is passed back to them by a teammate, unless it is played back to them via head, chest, or thigh.

Once the keeper has handled the ball they have five (5) seconds to put the ball back in play.

An indirect free kick will be awarded to the opposing team at the top of the penalty box if either of these rules are violated.

Keepers may not play throw-ins/kick-ins with their hands.

A goal kick may not cross the half line in the air without first touching the ground or a player. For violations of this rule, the ball is awarded to the opposition on the half line.

## **Penalty Kicks**

A penalty kick shall be taken 8 yds from the goal line.

All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area. Players are not permitted on either side of the area.

On free kicks, opposing players must remain 4 yards from the ball.

Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory 4 yards.

## **Throw Ins**

The five (5) second rule also applies for throw-ins.

The ball is thrown into play from where it left the field of play on either sideline.

The opposing team will regain possession after a five (5) second infraction.

Keepers may not use their hands when receiving a throw-in.

## **Goal Kicks**

Goal kicks are taken anywhere inside the penalty area.

Once the ball is retrieved and set, the player has 5 seconds to play the ball.

An indirect kick will be awarded to the opposing team at the top of the penalty area if the referee feels there is an unacceptable attempt to delay the game.

Goal kicks need not exit the penalty area to be considered in play.

## **Corner Kicks**

Goals can be scored directly on corner kicks.

Opposing players must be at least 4 yards away.

5 second rule applies on corner kicks.

## **Misconduct**

Players ejected from a match for a red card for violent conduct will be suspended for at least the following match and their team will play short the remainder of the game.

Ejections for violent actions including but not limited to fighting may result in suspension for any further play. This will be decided upon by the Tournament Directors.

Any player that receives a yellow card will be given a 3 minute sin bin. Their team will play short for 3 minutes or until a goal is conceded, whichever comes first. If a goal is conceded within the 3 minutes, the team can bring on an additional player, but the player who received the yellow card still must sit out the mandatory 3 minutes.

Two yellows and the team will play short for the remainder of the game, same for a straight red.

Offensive language is considered to warrant a caution card, any language directed towards officials, opponents, or spectators will result in ejection from the game.

Space City Pride FC does not tolerate violent conduct, verbal abuse, threatening behavior, or racist/hateful language. Any instances of the above can result in temporary or permanent suspension from the tournament.

**Final decisions regarding length of suspension will be made by the Tournament Director.**

## **Team Requirements**

All teams are required to show up 10 minutes prior to their start time.

A team can start a game with a minimum of 5 players.

Teams will play a minimum of 3 group stage games and then knockout stage games if the team qualifies for the advancement spots.

Any teams playing with red carded players or players not on their original rosters will be subject to a forfeit, in that game.

## **Referees**

At minimum, one referee will be assigned to each match.

## **Inclement Weather**

Regardless of weather conditions, coaches and their teams must appear on the field of play, ready to play as scheduled.

Failure to show will result in the forfeit of the match.

Only referees and/or Tournament Directors can cancel or postpone a match.

Should a match's progress be terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.

In the event of bad weather, game schedules and various rules may need to be altered. Be sure to check with the Tournament Director to see if your team is impacted.

## **Scoring**

WIN = 6 points

TIE = 3 point

LOSS = 0 points

SHUTOUT = 1 additional point

GOAL SCORED = 1 additional point (max 3 pts)

FORFEIT = 3-0 win (worth 6 points)

## **Scorecards**

All game records will be kept in the Ultimate Scoreboard web app.

The referee will report the score after each game and standings will be updated live in the web app.

## **Tiebreakers**

Goal differential (goals for - goals against = GD)

Head-to-head

Most wins

Least # of goals allowed

Most goals scored

Penalty Shootout

**If you have any questions regarding the rules or tournament format, please contact Space City Pride FC Vice President.**