

2011 Heritage Soccer Club 6v6 Blow-Out

Tournament Rules

- We are using the fall 2010 calendar. All players must be the appropriate age. Teams using over-age players will forfeit games and be subject to additional discipline. Roster and Release Forms required at check-in.
- The game is played between two teams, each with six players on the field; one goalkeeper and five field players. Teams must have a minimum of four players on the field.
- Players cannot play for two teams in the same age bracket, but may play for two teams in two different age groups. Commonly known as playing "up".
- Each division may have a different format to determine the champion, with some going to playoffs, and some using a league (most points) formula, depending on the number of teams in a bracket.
- Field dimensions: Approximately 30' x 50'. Full size goals (except for youngest age groups).
- The referee will provide the game ball.
- All games – 2 x 15 minute halves, with a 3-minute halftime. There will be no injury or stoppage time unless there is a serious medical emergency.
- First team listed on schedule is Home team. The Home team must change jerseys in the event of a color conflict. Goalkeepers must wear different color jerseys. The referee has the final say.
- A player shall not wear anything that is dangerous to other players and/or themselves including jewelry, casts and hard braces. Shin guards are required.
- All games will begin with the visiting team kicking off to the west. All games will start at the scheduled time with a central horn. The horn will also signal half time and end of games.

All USSF rules will be observed with the following exceptions:

- Unlimited "on the fly" substitutions will be used. Players should leave and enter the field at the midway line.
- There is no offside.
- The ball does not have to go forward on the kick off; it can be played back. All kick offs are indirect.
- Ball out of bound restarts will be throw-ins, corner kick or goal kick, depending on where it went out of bounds, and who touched it last. These will all be indirect.
- Goal kicks are to be taken from inside the penalty arc and must be kicked outside the penalty arc before they can be touched by another player. Goal kicks cannot be kicked over midfield in the air unless they touch another player before crossing the midfield line. Infraction = retake.
- All fouls committed outside the penalty area will result in indirect kicks. All direct free kick fouls committed in the attacking penalty area by the defending team will be a penalty kick from 12 yards (top of penalty arc). Indirect free kick

fouls committed in the attacking penalty area by the defending team will be an indirect kick from the nearest spot on the penalty arc.

- Required distance on free kicks is 5 yards from the ball.
- The goalkeeper cannot punt, drop kick or throw the ball over midfield without it first bouncing in his/her own half or touching another player. This does not apply when the keeper has the ball on the ground at his/her feet. Infraction = indirect where ball lands.
- Any player that is ejected for two yellow card violations must serve a one game suspension (next game). Any player ejected from a game as the result of a straight red card will serve a two game suspension. Ejected players may be substituted for and the teams will not play short. If the Tournament Director, after consultation with the referee determines that a modified (longer or shorter) suspension is warranted, they may rule for an adjusted suspension. The Tournament Director has the final authority on the duration of all suspensions.
- Tie game scores will stand. In the playoffs, there will be one 5-minute golden goal period, followed by standard kicks from the mark, with a minimum of 3 kicks instead of 5.

Point System

- 8 points Forfeit (does not include abandoning game)
- 6 points Win
- 3 points Tie
- 0 points Loss
- 1 point Each goal scored, up to 4
- 1 point Shutout (including 0-0 tie)
- -1 point Deducted for each red card issued to a player or send-off for a coach

If there is a tie in points, the following tiebreakers will be used in sequence until a winner is determined:

1. Head-to-head (how teams played against each other).
2. Goal differential, maximum of 5 per game.
3. Goals for
4. Goals against
5. Penalty kicks if both teams are present
6. Coin toss