



## 2016 Winter 5v5 Festival

### TOURNAMENT RULES

#### I. GENERAL RULES

1. FIFA's "Laws of the Game" shall govern all tournament play except as modified for the tournament.
2. All teams must apply and pay (in full) online no later than **midnight** on **December 15th, 2016**.
3. Age groups will depend on the number of teams registered per group. The Tournament Committee will do their best to set up brackets without combining age groups, but in order to assure that teams are able to play, age groups may be combined with an age group higher or lower within the same boys/girls group.
4. Teams will be placed in age brackets of the oldest player on the team.
5. Co-ed teams are welcome, but will be placed in the boys' bracket of their appropriate age group.
6. U18 and older (including adults) will be combined into one bracket.
7. Age groups will include: U8 (2009), U9 (2008), U10 (2007), U11 (2006), U12 (2005), U13 (2004), U14 (2003), U15 (2002), U16 (2001), U17 (2000) and U18 (1999)/U19 (1998)/Adult (1997+).
8. Players are permitted to play on only one team participating in this tournament.
9. All teams are guaranteed four (4) games.
10. Protests are not allowed.
11. The Tournament Committee, Summerville Soccer Club and/or any affiliated organizations, organizers or sponsors are not responsible for expenses incurred by any team or individual if the tournament is canceled in whole, or in part, for any reason.
12. In unusual situations not provided for in these rules, the Tournament Committee will make decisions regarding the tournament.

## II. REGISTRATION INFORMATION

1. **Registration Fee:** \$160. Must be paid in full at the time of registration.
2. **Roster:** Teams must have a minimum of five (5) players rostered, with a maximum number of eight (8) players per team. No exceptions to the team roster size will be allowed. Once a team has checked in and started their first game, their roster is considered frozen - no changes may be made.
3. **Player Eligibility:** Each participating player must provide confirmation of their date of birth via their current player passes, government issued ID or birth certificate. Each player must be listed on the tournament registration application/roster, and if under the age of 18, players must have a legal guardian sign the provided medical release.
4. **Contact Information:** If you have questions or need more information, please contact Doug Kifer at [dos@summervillesoccerclub.com](mailto:dos@summervillesoccerclub.com).
5. **Tournament Location:**  
Summerville Soccer Club  
130 Walden Ridge Way  
Summerville, SC 29485

## III. REQUIRED DOCUMENTS AT CHECK-IN

Check-in must be completed in-person, **30-minutes before** the team's first scheduled game.

1. **Team Roster:** Completed team roster form, as provided by Summerville Soccer Club.
2. **Proof of Age:** Each player must present a copy of their birth certificate, government-issued ID, or current player pass.
3. **Athlete Waiver / Medical Release:** Completed Waiver & Medical Release Form. Each guardian (or players of age) must read and sign the athlete waiver/medical release document, as provided by Summerville Soccer Club.



## IV. FORMAT

- **Home team:** The designated home team is the team listed first on the schedule.
- **Opposite Sides:** As practical, players and spectators must remain on opposite sides of the field.
- **Finals** will be played when possible. In some cases, round robin formats may be used, with the champions determined by points.
- **Matches that cannot start on time:** If the tournament or a field is running behind schedule, both teams should remain at the field ready to begin play immediately upon conclusion of the previous match.

### *Match Point System*

- Win = 3 points
- Tie = 1 point
- Loss = 0 points
- Forfeit matches will be recorded as 1-0, for 3 points

### *Tie Breakers*

In the case of a tie, to determine advancement, the following tie breakers will apply, in sequence, until standings are determined:

1. Head -to-Head competition, unless more than two teams are tied, in which case proceed to number 2. Once back to two teams, the tie-breaker system starts again with #1.
2. Goal Differential
3. Penalty kicks

### *Overtime*

There will be no overtime procedures for group play; however, semi-final and final matches ending in a tie will use the following system:

- At the end of regulation, one 5-minute rest will be given while captains meet for a coin toss to determine kick-off and goal.
- Winners will be determined by golden goal (the first team to score, wins).
- There will be a maximum of two (2) overtime periods, each lasting 5-minutes.
- If no clear winner can be determined after two (2) golden goal overtime periods, the match will immediately go into penalty kicks. Each team will take three (3) penalty kicks. Only players on the field at the end of the 2nd overtime are eligible to participate in penalty kicks, any one of which can serve as goalkeeper for any kick. An injured keeper can be replaced with a player from the sidelines. If there is still a tie, then the remaining penalty kick rounds will resume with sudden death.

## V. GENERAL PLAY

All FIFA Laws are applicable with the exception of the following:

- **Field of Play & Ball Size:** The field of play is 40-yards in length and 25-yards in width, containing a penalty area which is an arc of 8-yards. U8-U12 ball size is 4 and U13 - Adult ball size is 5.
- **Duration of the Game:** Games are 45 minutes in length, with 20 minute halves and 5 minutes for half time. A "running clock" will be kept, except in unusual circumstances (i.e., no time added for injuries, delays).
- **Restarts:** There are no throw-ins; kick-ins instead. All free kicks and kick-ins are indirect except for corner kicks and penalty kicks. The opposing player(s) must be at least 5 yards from the ball for all restarts. Goal kicks may only be taken by the goalkeeper. Goalkeepers may not distribute the ball past the halfway line from inside the penalty area (the restart is an indirect free kick for the opposing team on the half line.)
- **Substitutions:** Unlimited substitutions, with the referee's consent, are allowed in the following situations: prior to a restart (by either team) or at half time. Additionally, substitutions are allowed for injured or yellow-carded players, with the other team allowed to substitute with no limitation on the number of players.
- **Offside:** There is no offside.
- **Slide Tackling:** There is no slide tackling allowed for field players. This will result in an indirect free kick or penalty kick, depending on where the contact occurred. This rule does not apply to goalkeepers in their own penalty area.
- **Player Equipment:** Each player must be in identical team jerseys (numbers are not required). If, in the referees' judgement, jerseys are too similar in color, the home team (listed first on the schedule) will change jerseys. Shin guards are required at all times and socks must be worn to completely cover the shin guards. Metal braces and hard casts are allowed only at the referee's discretion and if safely covered. No jewelry of any kind will be permitted. The referee will determine if a player is properly equipped.
- **Cautions:** Players receiving cautions must be substituted and may re-enter at the next opportunity with the referee's permission.
- **Ejections:** Players and/or coaches ejected are not allowed to participate in their teams' next match. Players receiving a red card for fighting will not be eligible for the remainder of the tournament. Players receiving (2) cautions followed by an ejection are suspended from playing in their next match.



## **VI. PERFORMANCE**

No refunds will be given for teams that forfeit/drop out of the tournament after the schedule has been published. The Tournament Committee reserves the right to reassign any team into a different bracket based on goal differential between the rest of the bracket and performance. Teams that show up late for games will be subject to a 1-0 forfeit.

## **VII. INCLEMENT WEATHER**

1. For weather alerts and updates, teams are asked to enter phone numbers for text communications through the online registration page.
2. Regardless of weather, except for lightning, teams should appear on the field ready to play as scheduled.
3. Only the referee or the Tournament Committee is authorized to cancel or postpone a match, and will do so if the weather so dictates, especially if there is lightning in the area.
4. The following game scenarios will apply in the case of inclement weather:
  - Matches terminated after the first half has been played will be considered complete at the point terminated.
  - If a game is terminated prior to the half it will be recorded as a 0-0 draw.
  - If a game is cancelled due to weather, best efforts will be made to reschedule.
  - If championship matches cannot be played, champions will be determined on points to date.

## **VIII. MISCELLANEOUS**

NO PETS ARE ALLOWED at the SSC Complex. Please refrain from bringing your pet to the fields as you will be asked to remove them immediately. Please ensure all parents, fans, supporters and spectators are aware of this rule.

