

# **Socctoberfest 2024**

## **Tournament Rules**

### **PLAYERS:**

- **All players must be registered via Team Sidelines. *Please help us out by ensuring that all players are registered.***
- **Valid WSASA cards or tournament passes are required to play.**
- **Number of Players:** Seven players per team on the field (six field players, one goalkeeper). A minimum of 5 players to compete. No more than FOUR of either gender on the field at one time. MINIMUM of THREE female players on the roster. Roster limited to 14 total players.
- **Roster: Check-in will be 15 minutes prior to a team's first game. Teams must have a roster on file prior to their first game. All players must be registered on their team's roster prior to participating in any tournament games.**
- **Uniforms:** Teams must supply like colored light and dark shirts. Numbers are preferred, but not required for primary shirts. If both teams are wearing similar colored shirts, AWAY team (listed 2<sup>nd</sup> on schedule) will be required to change shirts.

### **GAMES:**

- **Fields Dimensions:** Fields will be approximately 50 yards x 75 yards with full-size goals and a 10-yard goalkeeper arc.
- **Games consist of a 5-minute warmup at your scheduled start, a 5-minute halftime and two 25-minute halves.**

### **RULES:**

**Games shall be played in accordance with FIFA Laws of the Game with the following modifications:**

- **No offside and No slide-tackling**
- **Shinguards are required to play.**
- **Goalkeeper Restrictions:** All goal kicks and goalkeeper punts may not cross midfield in the air. If the ball crosses midfield before it either touches the ground or a player, an indirect free kick at the point the ball crossed midfield will be awarded to the opposing team.  
\*If a goalkeeper plays the ball on the ground with their feet outside of the goal arc, they are considered a field player and there are no kick restrictions
- **Goal kicks:** May be taken from ANY point on the end line and the ball must not cross the midfield line before it either touches the ground or a player. If this happens, an indirect free kick at the point the ball crossed the midfield line will be awarded to the opposing team.
- **Kick-Off and Restarts:** All kick-offs and restarts are indirect kicks taken from the center line and may be played in ANY direction.
- **Free kicks:** All free kicks awarded as a result of a foul are indirect.
- **Ten-Yard Rule:** In all dead ball situations, kick-offs and restarts; defending players must stand at least

ten yards away from the ball. If the defensive player's goal is within ten yards, the ball shall be placed ten yards from the goal line within the vicinity of the penalty.

- Substitutions: All field player substitutions may be made on the fly. The player exiting the field may not play the ball once the substituted player has entered the field of play. Goalkeeper substitutions may be made only during dead ball plays and the referee must be notified prior to change.
- **No coin toss. Home team picks direction to attack. Away team gets kick-off.**
- **No drop balls. All drop balls are indirect freekicks.**

### **STANDINGS (10-point system):**

- Win 6 points, Draw 3 points, Loss 0 points.
- 1 point per goal for the first 3 goals
- 1 point for a shutout
- -1 point for two blue cards in one game, -1 for a yellow card, -2 for a red card plus one game suspension.
- Tie breakers head-to-head, lowest goals against, goal differential closest to 12 (without going over 12), shootout.