

## Rules:

1. All teams guaranteed 3 games.
2. Rosters must be turned in before first game. 18 player maximum. Payment must be made online prior to our application deadline.
3. Games will consist of two 20 minute halves.
4. Each team is allowed (1) 60 second timeout per game with GK possession or possession free kick.
5. 3 line off sides is NOT in affect – NO THREE LINE RULE.
6. Slide Tackling is **NOT** allowed. Sliding is only allowed to prevent a shot or score a goal as long as the opponent is **NOT** within playing *distance* of the ball.
7. 15 feet required on all dead balls.
8. Roster Checks must be made before the start of the first or second halves.
9. The clock will be stopped the last minute of one goal, 1st round games. Play will be stopped for the last 2 Minutes of all quarterfinal, semifinal and championship games.
10. Referee's decisions are final!
11. Ties in the Quarters & Semis will be broken by a 5 minute sudden death overtime period- Then shoot outs from the black dot. A tie in the final will result in 2 five minute sudden death periods-then Shoot outs from the black dot. Each team will choose 5 shooters. If still tied after 5 shots, the shootout will go into sudden death. A player may not take a shootout again until after 8 different players have already shot.
12. A **Red Card** is an automatic 1 game suspension from the tournament. Referee committee will decide if the player is **expelled** from the tournament.
13. A forfeit will be declared if a team receives 3 **RED CARDS** in one game.
14. Players are not allowed to leave the bench area after a hard foul. Any players leaving the bench to start or join an altercation, will be kicked out of that game and may be expelled from the Tournament.
15. The Tournament committee reserves the right to shorten or reschedule games in case of inclement weather.
16. Goalkeepers can not punt or drop kick the ball. A GK can dribble a ball into his box and pick it up.
17. If the ball hits the ceiling, it goes to the nearest of the three white dots from where it was KICKED.
18. GK Hands rules are the same as the Mitre Tourney's meaning that if a ball is won in the defensive third (black line), the GK has hands.
19. Shin guards are not required, but recommended. **Shin guards are required in the High School Boys Division**
20. Each blue card is a 2 minute penalty
21. Three blue cards by the same player is a red
22. If a Red card is issued, the team plays short for full 5 minutes regardless of opponent scoring.
23. If a Blue card is given to two players from different teams at the same time, the teams play short for the entire 2 minutes.
24. If a Blue card is issued and the opposing team scores, the player may return before two minutes are up
25. If a Blue card issued and the team playing short scores, that team still plays short till other team scores or two minutes are up.
26. A field player can serve a 2 minute penalty on goal keepers
27. An outdoor direct foul inside the box is at the PK spot. A direct or indirect foul inside the arc goes to the top of the arc. A 5 second shootout from the closest of the three lines will replace the standard PK shootout in determining winners if still tied after overtime.
28. Coed will play with 3 female and 3 male players, or more female than male players. Females must take all restarts in the offensive half of the field.

29. MERCY RULE - In the final 5 minutes, a game will end if the score reaches a 10 goal deficit.

**Open Men, Over 30 Men, High School Boys and Over 40 Men will play 5v5 plus a goalkeeper**  
**Open Women & Coed will play 6v6 plus a goalkeeper**