

Summer Sizzler 2012 Tournament Rules

This tournament shall follow the Laws of FIFA with the following exceptions:

TEAM ROSTERS AND REGISTRATION

- Each team must complete and return a Summer Sizzler 2012 Registration form and \$275 fee, payable to CDMHS Girls Soccer Boosters.
- Each team shall consist of at least 5, and not more than 6 players, on the field of play.
- Rosters are limited to **12 players** per team.
- Each player must individually register for the tournament and receive a wristband to play. Wristbands must be worn at all times. Valid ID is required for individual registration. Each ID must be legible and must include player's photo and birthdate.
- The team roster must be final prior to the team's first match. The final roster will list all players and their birthdates. If a player's name is on the roster, they can register for the tournament anytime throughout the day. **No names can be added to the roster after the team has started their first game.**
- Players must be 18 by 7/22/12 and 30, 40 or 50 (depending upon the division in which they are participating) by 12/31/12.
- **Players may only register with one team.**

FIELDS AND WEATHER CONDITIONS

- Field dimensions are approximately 160' x 120' with full-sized goals.
- All games will be played as scheduled, rain or shine.
- Field assignments may be changed at the discretion of the tournament officials.

LENGTH OF GAMES: RUNNING CLOCK

- 30 minute games (running clock except for injury timeout)
- Teams switch sides after 15 minutes – no rest period at halftime.

UNIFORMS AND EQUIPMENT

- All players on each team must have matching, numbered jerseys.
- Each team must bring a set of bibs or alternate jerseys.
- Home team is listed *first* on game schedule and has jersey color advantage; visitors must change if there is a color conflict.
- Shinguards are required.
- No jewelry, metal hair clips, uncovered orthopedic braces, or any sharp objects shall be worn during play.

STARTING TIMES: NO GRACE PERIOD

- A minimum of 5 players must be on the field at the scheduled start time.
- Teams not ready will forfeit the game. If neither team has 5 players on the field at the scheduled start time, both teams will forfeit and will receive zero (0) points for the game.

SUBSTITUTIONS

- Unlimited free substitutions are allowed during the run of play. The clock will not be stopped.
- Substitutes may enter and exit the field only at the mid-field line and from that team's side (not from the opposite side of the field).
- A player must fully exit the field before her substitute enters the field.

- Substitution violations will receive a yellow card.

OFFSIDE

There will be no offside violations.

FREE KICKS

Five (5) yards shall be given automatically on all free kicks. Failure to yield 5 yards shall result in a yellow card for delay of game.

KICK OFF

- There shall be no coin toss. Home team chooses side; visitors kick off.
- The ball may be kicked backward at kick off.
- A goal may be scored directly from a kick off.

THROW-INS

- Restarts for balls out of bounds at the touchlines shall be in-direct kicks instead of throw-ins.

SLIDE TACKLING

- Slide tackling is allowed only in the 18 divisions. It is not permitted in the 30s, 40s and 50s divisions and will result in a yellow card.
- Slide kicking (a slide that occurs with no other player in the immediate vicinity) is not considered a slide tackle.

GOAL KICKS

- Restarts for balls out of bounds at the end-line shall be in-direct kicks.

GOALKEEPER

- When the goalkeeper punts or throws the ball the ball must make contact with the ground or any player *prior to crossing the midfield line.*
- Once a goalkeeper has gained control of the ball she must release the ball within five seconds. After releasing, the keeper may play the ball like any other player which includes kicking the ball over the midfield line.
- If a punt or throw from the goalkeeper fails to make contact with the ground or another player prior to crossing the midfield line, restart is an indirect free kick for the opposing team at the point where the ball crossed the midfield line.

POINT SYSTEM FOR PRELIMINARY GAMES

The 10-point scoring system shall be used for the preliminary games, as follows:

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Shutout = 1 point
- Goals (up to maximum of 3) = 1 point each

CARDS/SUSPENSIONS

- A player issued one (1) yellow card must sit out five (5) minutes with no substitute allowed.
- If a player receives a second yellow card during the tournament, she must sit out the remainder of the current game but may be substituted for after five (5) minutes.
- If a player receives two (2) yellow cards in the same game or one (1) red card, she is ejected immediately from the current game and must sit out the next game.

- If a player receives a second red card during the tournament, she shall be immediately ejected from the current and all following games.
- If a player receives a violent red card (for assaulting or spitting on another player, coach, referee, or spectator), she must produce her ID at the field. The referee must announce the issuance of a violent red card and record this fact on the game card, and the red-carded player shall be immediately ejected from the tournament.
- Fighting shall be cause for ejection from the tournament.
- Any game in which a suspended player participates shall result in a 0-3 forfeit for the suspended player's team.
- Any team that suspects that an opponent has a suspended player participating in the game should send a representative to the registration table to contact a tournament official.
- Any coach, player, or spectator who steps onto the field during a hostile situation, whether intending to help or not, shall be suspended from the current and next scheduled game.

BRACKET WINNERS

In the event of a point total tie between one or more teams after the preliminary round, winners and runners-up shall be determined via the following progression of tie-breakers:

- Head-to-head record during preliminary games.
- Most wins
- Goals against
- Number of shutouts
- Coin flip

PLAYOFFS

- The top four (4) teams in each division after the preliminary round will advance to the playoffs. The tournament planning committee reserves the right to restructure the playoff set-up based on the number of teams in a division.
- Single elimination. No ties; no overtime. Teams proceed directly to best of five penalty kicks, alternating between teams. Only players who were on the field when regulation time ended may participate in the first round of PKs. If still tied, proceed to sudden death penalty kicks, alternating one PK for each team until a winner is determined.

AWARDS

Prizes will be awarded to first and second place winners in each division.

NO PROTESTS: ALL GAMES FINAL

Referees' and tournament officials' decisions are final. Any situation not specifically addressed in these rules shall be decided at the discretion of the tournament officials.