

Rod Thomas Memorial 6 v 6 Soccer Tournament

Sponsored by: Colton Volunteer Fire Department

To Benefit: Colton Fire Department and Rod Thomas Scholarship Fund

July 30, 2016, Swift Field, South Colton



For additional information on any tournament rules, please email anglejeff@aol.com.

Format: 6 vs 6 Soccer Tournament, Double elimination

Tournament Divisions:

- High School (enrolled in Grades 9-12, Fall 2016)
 - Boys
 - Girls
- Open (ages 18 to unlimited)
 - Co-ed – Open to all

Any controversy, interpretation of the rules or disciplinary action shall be ruled upon by the Tournament Director. All rulings will be final.

Number of Players/Rosters

1. Registration
 - a. Team must register in either the high school division or open division.
 - b. Maximum number of players on team is 12.
 - c. Each player must complete registration form and designate which team they are playing for.
 - d. Player cannot play for more than one team.
 - e. Each player must sign waiver portion of registration.
 - f. Under 18, must be signed by parent or guardian.
2. 6 players on the field at a time 5 field players plus a goalie
3. Games cannot be played with fewer than 4 players.
4. A team roster and signed waiver (registration form) must be completed and turned in prior to the tournament.
5. Only those on the original roster are eligible to play in the tournament.
6. Players cannot play on multiple teams.
7. A forfeit will be required of a team using a player who is not on the original roster.

The Game

1. Field size is approximately 75 x 90 yards
2. Goals are regulation size.
3. There will be a six yard box for the keeper and a penalty dot.
4. Games will be 30 minutes in duration and the clock will run continuously.
5. The game will be played in two divided halves with a 1 minute halftime break.
6. The offside rule does not apply in the 6 v 6 format
7. In case of a tie after regulation time, the game will go to sudden death penalty kicks until there is a winner (each team gets the same number of attempts).
8. Each team should bring two types of jerseys (light and dark). The home teams are required to change uniforms if jerseys between opposing teams conflict.
9. All players must wear shirts (no shirts vs. skins).
10. No slide tackling is allowed in any division (except reasonable play by a goal keeper inside their own box, as determined by the referee).

Substitutions

1. Teams may sub on the fly at any time during the game.
2. The player coming off the field of play must be within 2 yards of the touchline near their teams bench before the new player comes onto the field of play
3. All players should make an attempt to sub near their teams bench unless approved by the referee
4. If subbing on the fly becomes an issue during any game, the referee can impose a rule that he/she must approve all subs.

Players Equipment

1. Shin guards are mandatory and must be completely covered by socks.
2. In the event of a shin guard violation, the player will be sent off until properly equipped and the team will be warned.
3. In the event of a second violation by any player of the same team during the same match, a penalty kick will be awarded to the opposing team for the shin-guard rule violation.
4. All players that are on the pitch must wear shin guards.

Championships

1. For any championship that ends in a tie, a five minute golden goal period will be played.
2. If the score is still tied after five minutes, then a three round penalty kick competition will take place.

3. After 3 rounds it will be a sudden death penalty kicks (first team to make it wins).
4. In the coed division, the penalty kicks must be taken by alternate sexes (male / female / male or vice versa). All team members on the roster must kick (unless injured - ref determines) before a player takes a second shot.

Forfeits

1. A forfeit will be awarded if an opposing team is not ready to play within 10 minutes of a scheduled start time.
2. The clock starts at the scheduled start time and time will not be made up if a team does show up late.
3. A forfeit will go down as a 3-0 win for the team that is there and ready to play
4. If both teams do not show, or are not ready to play, neither team is awarded a victory.

Start of Play

1. Opposing players must be at least 5 yards away prior to kick offs.
2. Restarts do not have to go forward after goals & to start periods. No drop balls in penalty area.

Fouls & Free Kicks

1. All fouls apply except for offside. The offside rule does not apply.
2. All free kicks are direct free kicks.
3. Opposing players must remain at least 5 yards from the ball.
4. Once the referee signals for play to continue, the kicker has 5 seconds to play the ball.
5. Slide tackling is not permitted in any division.

Goalkeepers

1. A goal keeper, having control of the ball in hands, and having released it from his/her hands to be played, either by himself/herself or a team-mate, shall not handle the ball again until it has been touched by an opponent, or a stoppage of play occurs.
2. Keepers may not use their hands when a ball is intentionally kicked back to them by a teammate.
3. They can pick it up off a head, thigh or chest pass (etc).
4. Once the keeper has handled the ball they have five (5) seconds to put the ball back in play.
5. A direct free kick will be awarded to the opposing team at the top of the penalty box if either of these rules are violated.
6. Keepers may only roll the ball on the ground.
7. Keepers may only use their hands in the six yard box.

Penalty Kicks

1. A penalty kick shall be taken at the penalty spot.
2. All players except the kicker and the opposing goalkeeper must stand outside the penalty spot, 15 feet away from the kicker. Players are not permitted on either side of the area.
3. On direct kicks opposing players must remain 5 yards from ball.
4. Yellow cards will be awarded to players who slow down the flow of the game by not providing the mandatory 5 yards.

Throw In

1. Balls that go out of bounds over the touch line will be restarted with a free kick at the point where the ball exited.

Goal Kicks

1. Goal kicks are taken 1 yard off the end line, anywhere inside the penalty area (One step off goal line)
2. Once the ball is retrieved and set, the player has 5 seconds to play the ball.
3. A direct kick will be awarded, to the opposing team, at top of the penalty area if the referee feels there is an unacceptable attempt to delay the game.
4. Goal kicks must exit penalty area to be considered in play.

Corner Kicks

1. Goals can be scored directly on corner kicks.
2. Opposing players must be at least 5 yards away.
3. 5 second rule applies on corner kicks.

Misconduct

1. Players ejected from a match for a red card will be suspended for at least the following match.
2. Ejections for violent actions including but not limited to fighting may result in suspension for any further play.
3. This will be decided upon by the Tournament Director.
4. Should a player accumulate (2) yellow cards in one match their team will play down one player for the remainder of that match, He/she will also be subject to suspended for the following match, but this will be decided upon by the tournament director.
5. Offensive language is a considered to warrant a caution card, any language directed towards officials, opponents, or spectators will result in ejection from the game.
6. Final decisions regarding length of suspension will be made by tournament director.

Team Requirements

1. Any teams playing with red carded players or players not on their original rosters will be subject to a forfeit, in that game.

Referees

1. At minimum, one referee will be assigned to each match.

Inclement Weather

1. Regardless of weather conditions coaches and their teams must appear on the field of play, ready to play as scheduled.
2. Failure to play will result in the forfeit of the match.
3. Only referees and/or Tournament Director can cancel or postpone a match.
4. Should a match's progress be terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.
5. In the event of bad weather, game schedules and various rules may need to be altered. Be sure to check with the Tournament Director to see if your team is impacted.

Tiebreakers

1. Since every game will be decided by score, then PKs, you must win to advance.