

BRUCE TOWER MEMORIAL – TRI COUNTY CLASSIC  
SOCCER TOURNAMENT  
RULES

**I. TEAMS**

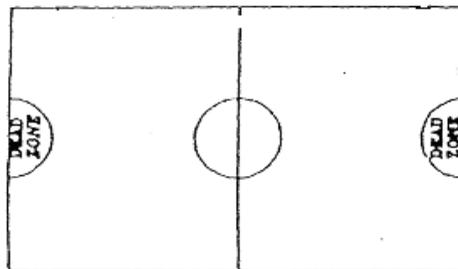
1. Teams shall consist of a maximum of six players.
2. A player's age, determines the division in which they may compete.
3. All players on the official NTSSA recreational roster must be invited. In the event the number exceeds the maximum six player roster, then more than one team will be submitted. The minimum number allowed on a roster is three.
4. All divisions are recreational only and all players must be currently registered with NTSSA through their home associations. All teams must consist of players from the SAME outdoor recreational team as per your Spring 2018 registration. **NO GUEST PLAYERS!**
5. A copy of your official Spring 2018 roster signed by your Association's registrar must be submitted with your entry form.
6. Medical release forms are required for each player (see attached form in packet.)
7. Players **MAY NOT** compete on more than one team in the tournament. (Violation of this rule will result in the suspension of both teams.)
8. Choose a team name, team color, and include the coach's name to avoid conflicts.
9. Home team is first team listed on schedule and must supply alternate jersey.

**II. PLAYING FIELD & EQUIPMENT**

1. Playing fields shall be 26 yards long and 22 yards wide.
2. The size of the goal will be 3 ft. by 5 ft.
3. A "DEAD ZONE", an 8 ft semi-circle, will be marked in front of each goal.
4. Soccer ball size 3 for 6U through 8U. All other soccer balls will be size 4.
5. Shin guards are required.
6. Tri-County Soccer Association volunteers have made every reasonable effort to ensure the safety of the facility, but assume no liability for injury, lost or stolen property of either participants or spectators.
7. Tri-County Soccer Association reserves the right to delay games or cancel the tournament in the event of severe weather conditions.

**III. Inclement Weather refund Policy:**

If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to recover the start up costs of the tournament.



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### III. THE GAME

1. Each game will be 20 minutes long (two 10 minute halves with a 3 minute halftime.)
2. **All age divisions will play 3v3.**
3. All games will start EXACTLY on time. Be sure to have your team there and ready to play.
4. Winner of coin toss will determine attacking goal. Opposition will take the kickoff to start the match. The kickoff is when the ball moves forward or backwards.
5. The team who scores the most goals during regulation time will be declared the winner.
6. Regulation games may end in a tie.

### IV. RULES ENFORCEMENT

1. One referee will officiate each game. The referee will call fouls and keep the time. The referee has the FINAL say in all disputes.
2. There will be No Slide-tackling where contact is made with another player.
3. Intentional stoppage of a goal will result in a penalty kick taken from the center of the circle.
4. All IFAB laws not specifically altered by these tournament rules remain in effect.
5. If a player receives a red card, player is suspended from further play in the tournament. All red cards will be reported to the player's home association, which may warrant additional sanctions. If player received a red card while playing in the game, their team must play short a player for the duration of that game.
6. If a coach or spectator is ejected by a referee or tournament official, they must leave the field and the area around the field before play will continue. If a coach or spectator refuses to leave, the game will be forfeited in favor of the other team. A coach or spectator that is ejected, is suspended for the duration of the tournament.
7. Protests must be filed within 10 minutes after the game, accompanied by a \$100 fee. No referee judgment calls are grounds for protest.
8. Protests will go to the tournament committee. Their decision is final.

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**V. PARTICIPATION**

1. Only three players from each six - member team will be allowed on the field at any one time.
2. The remaining players will be available for free substitution made only when play is stopped regardless of possession. Team must get referees attention.
3. If players are absent from the event, teams may elect to play with only two players, but no less than two.
4. No player may act as goalkeeper, but defense may guard the Dead Zone from outside the arc.
5. Each recreational player, when present at a game, shall be required to play the minimum of 50% of the time, unless the player's time has been reduced for medical or disciplinary reasons. In which case the coach must notify the player, referee and opposing coach prior to the beginning of the game. ( Non-attendance at practice and non-payment of fees may be cause for disciplinary action)

**VI. SCORING**

1. A goal is scored when the ball's entire diameter passes COMPLETELY over the end line while it is between the goal posts and below the cross bar.
2. Goals may only be scored from the offensive half of the field (I.E. shots taken from beyond or touching the mid-field line are no good!)
3. The Referee must turn in the scorecard after the game to the scorekeeper's tent. Scores will be posted every 30 minutes.
4. Games may end in a tie, excluding playoff game.

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**VII. DURING THE GAME**

1. The ball is out of bounds when its entire diameter passes COMPLETELY over touch -line or the end - line while it is not a goal.
2. If the ball goes out of bounds over the touchline, the opposing team will be awarded an indirect kick from that point. There will be no throw-ins.
3. If the offensive team kicks the ball out of bounds over the end - line, the defensive team will be awarded a goal kick that is an indirect free kick from the end - line.
4. If the defensive team kicks the ball out of bounds over the end - line, the offensive team will be awarded a corner kick. Corner kicks are DIRECT.
5. All kicks except corner kicks are indirect. Kicks resulting from a called foul are In-Direct from the spot of the foul. Kicks must be at least 3 yards from the arc defenders must be at least 2 yards from the ball.
6. If the ball comes to rest in the “DEAD ZONE” the defensive team will be awarded an indirect free kick from the end – line.
7. Breaching of the “DEADZONE” shall occur when any portion of a player’s body comes in contact with the ball while the ball is inside the “DEAD ZONE”.
8. Breaching of the “DEAD ZONE” by the offensive team will nullify any goals scored as a result of the breaching of the “DEAD ZONE”; the defensive team will be awarded an indirect free kick from the end - line.
9. If the defensive team breeches the “DEAD ZONE”, the offensive team shall be awarded an automatic goal.
10. No slide tackling where contact is made with another player.
11. Intentional stoppage of a goal will result in a penalty kick taken from the center of the circle.

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**VIII. ADVANCEMENT**

1. 6U and 8U do not advance.
2. Advancement for all other age brackets will be determined by a point system: 6 points for a win; 3 points for a tie; 1 point for shutting out other team during regulation time; 1 point for each goal scored during regulation time up to a maximum of 3. **MAXIMUM POINTS PER GAME EQUALS 10.**
3. If two teams accumulate the same number of points during Saturday play the winner of the previous head-to-head contest between the two teams will advance. If the two teams have tied or have not played a head to head game a playoff game will be held to determine which team advances. If this game ends in a tie a shootout will take place to determine which team advances to the playoffs.
4. For the purpose of seeding semi final playoff games – if any advancing teams have the same number of points, a coin flip will determine their order of seeding.

**IX. PLAYOFFS**

1. No playoff game shall end in a tie.
2. **Playoff Overtime:** Shall consist of a 3-minute “golden goal” overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decided team kicking order. The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining 3 field players after overtime regulation will rotate alternating teams with each kick. All shots will be taken from the center of the circle at an uncontested goal. The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with two players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the two field players must kick twice.