



Tournament Rules & Game Format

The Community Kicks 2018 at Brewer Park is a RECREATIONAL tournament. We expect a mix of talents and skills and therefore some exciting friendly competition. Depending on final registrations, we hope to have 3 divisions – Beginner, Intermediate, Advanced.

The following are the main components of the game - if in doubt or if conflicts arise, the game monitors will be on site if teams are having difficulty compromising or working together to play fair. We will operate under the [TRUE SPORT Principles](#).



Before you play:

- Each player must be registered on your roster BEFORE June 24th – by registering they will have signed the electronic waiver and we can therefore minimize the hassle, your time, and wasting paper! **CAPTAINS** – Please log into your [RecCentre.me app](#) or go to <https://reccenter.me/league/communitykicks122936> and invite your team mates to your team. They will create a profile and sign the waiver. Organizers will print out the rosters the night before the game and monitor matches during the day to ensure all players have done the waiver and are playing on their assigned teams.

1. Point System:

- Teams will be ranked by the following scoring system.
 1. Highest total game points (Wins = 3, Draw = 1, Loss = 0)
 2. In the case of a tie, it will go to best +/- goal differential
 3. If still tied, it will go to best "goals for"
 4. If still tied, we will examine ***spirit point** sheets (best total score).

*spirit points are used to award high spirited (respectful and fun) teams some side prizes (such as restaurant gift certificates, sport equipment, extra soccer balls, Fury tickets, etc)

2. Equipment

- a. Each team is responsible to bring their own ball to every game they play (each team that has paid for their full registration (not discounted) and arrives with at least 5 players 30 minutes before your first game, will receive a FIFA for Hope Soccer Ball from Drop in Sports – check in tent/table). The designated home team of each field will provide the ball. It will be your responsibility to monitor your own balls for the duration of the event- please don't lose them. Drop in Sports will have a limited amount of replacement balls to lend if required.
- b. 6 Fields with painted/chalk outlines



- c. Nets will be approximately 4ft x 8ft

3. Clothing/Gear

- a. It is recommended that individual wear shin guards
- b. All players must wear shoes (no **metal** cleats permitted, plastic cleats are allowed)
- c. Teams/players should coordinate and bring a light and a dark jersey/shirt
- d. Please do not wear jewelry to avoid injury

4. Game Time

- a. **Please arrive 20 minutes before your game (or at least 5 players should arrive 30 minutes before your first game to get your free team ball). Games will start and finish on time, regardless of when teams show up**
- b. Games are 25 minutes in length
- c. There will be no halftime or switching of sides
- d. A default will occur if any team cannot field a squad (of at least 5 players) 10 minutes after the official start time. If a team lends another team some players in order to have a game, the game will not officially count towards tournament results. The team short of players will be given a loss by default.
- e. All games will end at the scheduled time (5 minutes before the half-hour)
- f. Teams or players deemed to be taking too long for throw ins or kick ins, or other time wasting situations that can be controlled will be given a warning first, then if the game moderator deems a second violation to occur, the team can be given a red card and risk playing short handed a player for the remainder of the tournament.

5. Substitutions & Players, and Roster

- a. **Teams are comprised of 6 players and no goalies**
- b. A team can play with a minimum of 5 players
- c. A minimum of one female is required to have 6 players on the field
- d. Substitution on any player can happen **at any time** but the player must be on the sideline before the new player enters the field. The player substituting must cross the out of bounds line within 10 feet from where the player came off and the change can not disrupt the flow of the game. If the substitution disrupts the play, an indirect free kick will result for the opposing team. If a team has more than a



maximum number of players on the field an indirect free kick is awarded to the opposing team on the location of the ball on the field.

- e. Players registered for a team (team roster) cannot leave the team to join another team in the tournament. For example, if you started on team #22 and your team #22 is eliminated from the tournament, you are also eliminated. You cannot join team #14 in the finals. Special circumstances may arise and exceptions could be made if deemed appropriate and if discussed early in the event.

6. Start of play

- a. The kickoff starts with all players on their own side of the field. The ball is stationary at the center point of the field and the opponents of the team taking the kickoff should be at least 5 paces away from the ball – until it is put into play.
- b. The ball is put into play when it is kicked forward or backwards. The initial kicker cannot touch it again until another player has contacted it. If the initial kicker touches the ball before it has touched by another player, an indirect free kick will be awarded to the opposing team (indirect free kick means you cannot score from the kick unless it touches another player first)
- c. **You cannot score a goal directly from the kick off**

7. Scoring

- a. The ball has to completely cross the goal line between the goalposts and under the crossbar to count as a goal
- b. Games in the regular round robin play can end in a tie. In the playoffs, if a game is tied at the end of regulation time then a “best of 3” shoot out in the designated shoot out area.
- c. Goals can be scored from goal kicks & corner kicks
- d. Goals cannot be scored from free kicks (**all free kicks are indirect**) or kick-ins (throw-ins)

8. Off-sides

- a. **There are no offsides**

9. Misconduct/Fouls

- a. During regular round robin play (before playoffs), there will be Game Monitors supervising the games in the beginner/intermediate division, and referees in the advanced. It is expected that teams will call their own plays and be fair. Monitors can act with the same authority as a referee and choose to stop the play if teams



are not respecting this component of this unique tournament, however this is less desirable than letting teams play it out.

- b. During playoffs and finals, it will still be expected that teams play with self regulation, but game monitors or referees will be more active in the game and should always be respected!
- c. If required a “red card” or ejection of a player or team is possible if a team is acting overly aggressive towards other players or officials/volunteers.
- d. **Players are expected to call their own fouls**, however accidents may occur and our volunteers will do their best to communicate with you what they witnessed.
- e. **There will be zero tolerance for abuse of officials.** Complaints can be made at the Soccer HQ near check in.
- f. If there are any concerns over unsportsmanlike behavior, referees/monitors will speak to team representatives once. If unsportsmanlike behaviour continues, a team may default that game.
- g. If a player breaks a rule or fouls, the opposing team is awarded an indirect free kick from the location of the foul. **All free kicks are indirect.** The player taking the free kick may not touch it again until another player has touched it. Opposing players must be 5 paces away from all free kicks. For an indirect free kick, the ball must be stationary when the kick is taken and all opposing players must be at least 5 paces away from the kicker (except when the ball is being kicked from a point closer than 5 paces from the goal. In this case the defending player may stand on their crease line). The kicker must not touch the ball a second time until another player has touched it. A goal cannot be scored directly from an indirect free kick.
- **Slide tackles**
 - a. Slide tackling/blocking is not allowed under any circumstances even if contact is made with the ball first
- **Field of play**
 - a. **Fields will be approximately 60 feet x 110 feet.** Sidelines will be marked with line and small cones.
 - b. Nets will be approximately 4 feet x 8 feet



- c. If a ball/player from an adjacent game interferes with the flow of play, an indirect free kick will be awarded to the team with possession at the time of the disruption
- **Abuse/Alcohol and environment**
 - a. There will be zero tolerance of abuse of any kind towards opponents, officials, and teammates. If this kind of abuse is reported, the player or team may be asked to leave the game. If a second incident occurs the team will be asked to leave the tournament without refund.
 - b. Teams are responsible for other team mates actions, as a teammate, please encourage good sportsmanship at all times.**
 - c. Alcohol is not permitted on the field at any time.
 - d. No outside alcohol permitted in at Brewer Park.
 - e. You may bring outside food and drinks, however you must clean up after yourself
 - f. Please consider the environment: Bring reusable water bottles - there is a fountain for refills.
 - g. This is a Family Friendly event.