

# VASC

## 5 v 5 Tournament Rules

1. All coaches or managers must check in their team, at the registration tent, at least 30 minutes before the scheduled start of their first game. Subsequent games will have check in with a field marshal, at the field prior to game start.
2. All players/parents will have signed the *Release and Waiver Statement* before being allowed to participate in the tournament. **Please note that this document will serve as your roster for this event.**
3. Five players from each team are on the field, including the goalkeepers. Goalkeepers must wear different colored jerseys. In the case of conflicting color jerseys, the home team will wear an alternate color. Teams provide their own alternate jerseys.
4. All spectators are expected to watch from the sideline opposite the teams. Only players, coaches/managers will be allowed on the team sideline.
5. The fields are 30 yards by 40 yards. The goal size is 5 by 7 feet.
6. Each goal will have a goal box. The goal box will be marked by an arc which extends 2-yards from the center of the goal.
  - a. Only the goalkeepers are allowed in the goal box.
  - b. If a defender touches the ball in the goal box, a penalty kick is awarded to offensive team.
  - c. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team.
7. Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from 6 yards (from the goal) with all players, except the goalie and the shooter, behind the half-field line. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it.
8. Goal kicks may be taken from any point in the goal box.
9. A goal may be scored from anywhere on the field, including corner kicks.
10. **An indirect free kick will be awarded to the opposing team for any ball kicked more than 8' above the ground. The kick will be spotted at the point, in the referee's judgment, where the ball went above 8'.**
11. No offside will be called.
12. No slide tackling. Players must stay upright and on their feet. This does not prevent players from sliding to stop/intercept or shoot a ball.
13. Kick off may be taken in any direction.
14. The ball shall be kicked into play from the sideline instead of thrown in.
15. In all dead ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

16. Intentional pass back to goalie may not be picked up with hands, but may be kicked.
17. Substitutes may enter on any dead ball, and must enter on the midline of the field.
18. Each team will play a minimum of three games. For U11 and older teams, 1<sup>st</sup> & 2<sup>nd</sup> place individual awards will be given in each division of play. **All** players in the **U8**, **U9** and **U10** brackets will receive individual participation awards.
19. The home team will occupy the North or East (depending on field direction) sideline and defend that goal for the first half. The home team will also be awarded the opening kickoff.
20. There are two periods of 20 minutes, with a 2-minute halftime break.
21. There will be a 2-minute grace period before a game is called a forfeit. Four players on each team are required to start a game.
22. Teams will be grouped according to their division, subject to the number of teams registered.
23. Players can only play on one team per age group.
24. Depending on the field or weather conditions, the tournament reserves the right to delay games, reduce the length of games, reschedule, or cancel the tournament.
25. Games (in pool play) will be scored according to the following:
  - a. 6 points for a win;
  - b. 3 points for a tie;
  - c. 0 points for a loss,
  - d. 1 Bonus Point for every goal scored in a game (up to three (3) Bonus Points per game for goals); and
  - e. 1 Bonus Point for a Shut Out. Bonus Point will **not** be awarded for a 0 – 0 tie.
26. Tiebreakers (in pool play):
  - a. Head-to-head results between the tied teams;
  - b. Total Bonus Points
  - c. Goal Differential;
  - d. Total GA (Goals Against);
  - e. Total GF (Goals For);
  - f. Kicks from the Mark. The kick will be placed six yards from the goal
27. All games in pool play may end in a tie. FINAL games, in groups that have them, cannot end in a tie. If at the end of a FINAL game the score is tied, the following procedure will take place:
  - a. Teams will be given a two-minute break in play.
  - b. Teams will then play a five (5) minute “Golden Goal” overtime period with the first team to score awarded the win. Teams will play in the same direction as the second half.
  - c. In the event there is no scoring in the overtime period, the winner will be determined by a series of five (5) Kicks from the Mark (six yards out) with teams alternating chances. The team having scored the most goals at the end of the kicks will be awarded the win.
  - d. If necessary, the kicks will be repeated until there is a winner.