



2010 SCORE 6-A-SIDE TOURNAMENT RULES

1. 6 A-Side will have two rounds. The preliminary round is round robin format, followed by the trophy round. The preliminary round will determine which teams advance to the trophy round (see scoring method, Rule #12), except for U9-U10 (see Rule #14)
2. Duration of each match is 15 minutes: two 7 minute halves with a 1 minute half-time. There is a 5 minute break between matches. Once the match is finished, move your team off of the field quickly to allow the next match's teams to take the field.
3. ***Teams will consist of 6 players and 3 substitutes maximum.*** A game will not begin if either team has fewer than 5 players on the field. A team not on the field or ready to play at the scheduled start time for a match will forfeit unless the 'ready' team agrees to a shortened match. Games will begin and end at the scheduled times, no exceptions.
4. Free substitution "on-the-fly" is allowed. The players being substituted for must be completely off the field before the new player may enter the field. All substitutions will be made at midfield.
5. Regular soccer laws will prevail with the following exceptions:
 - a. There is no offside.
 - b. All players must be on their own half at the start of each half.
 - c. After a goal is scored, the defending team will restart the game with a goal kick from anywhere along their goal area line.
 - d. The field size is approximately 70 yards long by 50 yards wide.
 - e. Players wearing limb or body casts will not be allowed without referee and tournament committee giving prior approval.
 - f. A player ejected from a match will not be allowed to continue for the remainder of the tournament.
 - g. A coach ejected from a match may be restricted from the tournament site.
 - h. There will be no corner kicks. A goal kick will be taken by the defending team when the ball crosses the end line should the attacking team last touch the ball. A throw in will be awarded to the attacking team within 10 feet of the corner flag should the defending team last touch the ball prior to it crossing the end line.
 - i. **For age groups U13/14 and U15/16, goalkeeper distributions shall not be a punt.**
6. All teams must have a white T-shirt or alternate jersey available to resolve color conflicts. The referee will designate which team must change jerseys in the event both teams cannot resolve it prior to the match beginning.
7. Game times and fields will be in the coaches' packet found at the registration table. It is the responsibility of each team to know when and where they play. A team not on the field, ready to

play at the allocated match time and location will forfeit unless the ready team agrees to a shortened match.

8. The referee is the sole judge of play. An official central time keeper will signal the start and end of play for each match.
9. The tournament director and committee will govern all matters of the tournament and their decisions are final.
10. Team members must be registered with Washington Youth Soccer and should be on a team's roster for the upcoming 2010/2011 season. Teams must register at the age and level they will be playing in the 2010/2011 season.
11. Coaches may enter multiple teams from their roster. **Players can participate on one team only and cannot change teams during the tournament.** No roster changes will be allowed after registration check in. Each team registered in the tournament must register separately.
12. **SCORING PROCEDURES:** Preliminary round game scoring will follow a simple point system, maximum 10 points per match:
 - a. 6 points for a win
 - b. 3 points for a draw
 - c. 1 point for each goal scored, to a maximum of 3 goals per game
 - d. 1 point for a shutout
 - e. 8 points for a match conceded by forfeit

Coaches MUST verify the final score with the referee prior to posting of the score on the board.

At the end of preliminary round play the top 2 point totals in each group will advance to the single elimination round, and in some cases the top 4 point totals will advance to single elimination play.

- Tie-breaker:
- 1) Head to head record between tied teams
 - 2) Record vs. common opponents
 - 3) Fewest goals allowed
 - 4) Least losses
 - 5) Goal differential
 - 6) Coin flip

If a playoff match is tied at the end of regulation, one 5 minute overtime will be played. If the match remains tied at the end of the 5 minute overtime period, a second 5 minute overtime period will be played. If after 2 overtime periods the match remains a draw a shootout will be used to decide the winner of the match.

13. AGE GROUP CLASSIFICATION: There will be 4 age groupings for both boys and girls: U9/10, U11/12, U13/14 and U15/16.
14. Teams will play a minimum of 3 matches. U9/10 groupings will play in a jamboree format and no points will be kept. Goal and field size will be decreased for these matches and there will be no trophy play allowed per Washington Youth Soccer guidelines.
15. All teams will use a goalie.
16. Stalling infractions will result in the loss of possession at a minimum. Further penalties by the referee's discretion.
17. Each half will begin at midfield with a throw-in. There will be no kickoffs. The referee will dictate who begins the match with the ball. Possession in the second half will be awarded to the team not having first half possession at the start of the match.