



RULES OF THE GAME

The following rules have been designed to ensure fun play for all participants: CMSA & FIFA rules apply if not modified within the below:

- **Sportsmanship:** Good sportsmanship is to always prevail. Coaches/ Players will be held responsible for the conduct of themselves, the players, player's parents and spectators.
- **Number of Players:** A team must have a minimum of 4 players. There are no Goalkeepers.
- **Uniforms:** Prizes go to the best uniforms designed. Please no tinsel, sequins or glitter.
- **Tournament Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. The game ball for U9-U12 will be a regulation size 4 ball. U13 and up will play with regulation size 5 ball
- **Goalkeepers:** There are no GK's
- **Scoring:** Goals can only be scored from the opposition half.
- **Kick Off/ Kick-Ins/Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks, corners). **You cannot score directly from a kick-in.**
- **Game Duration:** The game shall consist of one **25-minute period**. Game Clock does not stop in 3v3 games. Games will start on time and there will be a 5 min grace period for teams that are late.
- **Substitution:** Substitutions may be made on the fly. Players must enter and exit at mid-field. During a substitution, players subbing on must wait for their teammates to exit the field before entering.
- **No Offsides**
- **No slide tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

- **Coach/Parent:** Coaches on the sideline for U9-U12 to help with substitution. There should not be more than 2 coaches/parents on the player's sideline.
- **Scoring (In bracket Play):** Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. A forfeited game is scored as a 5-0 win for the team that is present. There is a mercy rule in effect of 5 goals.
- **Crossover Games:** Crossover games (as indicated on schedule) will not count to group standings.
- **Tie-Breakers:**
 - For teams that are tied in record, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by a tournament official).
 - Three team tie: For teams tied in record where one team received a forfeit, games against the teams forfeiting are not counted when figuring the tiebreaker. In pool play, ties between three or more teams will be broken by (1) head-to-head results between the tied teams (2) goal difference in head-to-head games (3) goals against in head-to-head games (4) goal difference in pool play games (5) goals against in pool play games (6) shootout.
 - Two team tie: Ties between two teams in record who have tied each other will be broken by (1) head-to-head results between the tied teams (2) goal difference in pool play games (3) goals against pool play games (4) shootout. Each tie-breaking criterion is carried out to its fullest in determining the seeds in ties between 3 or more teams.
- **The Tournament Director will have final say on all disputes and interpretations of Tournament Rules**