



- 1) Each participating club is responsible for the conduct of its players, coaches, and fans.
- 2) No player is allowed to register with more than one team per division
- 3) No player is allowed to switch from one team to another in a division, during the tournament
- 4) All teams must register thirty (30) minutes before their first scheduled game.
- 5) Completed roster, medical release, and permission to travel forms will be presented at time of registration.
- 6) Except as otherwise stated herein, the FIFA Laws of the game shall apply
- 7) During the game the decision of the referee is final.
- 8) No protests will be allowed.
- 9) The tournament director is responsible for all final decisions of the tournament.
- 10) Point System:
 - 3 pts – win
 - 2 pts – tie (with goals scored)
 - 1 pt – tie (scoreless)
 - 0 pts – loss
- 11) If at the end of scheduled play, two or more teams are tied, a tie breaker will result as follows:
 - 1) Head to Head, 2) Fewest Goals scored against, 3) most goals scored, 4) Goal Differential, 5) Coin Flip
- 12) Spitting on the field will be penalized with a YELLOW CARD
- 13) Games will be 25 minutes in duration
- 14) There will be NO OFFSIDE CALLS
- 15) Substitutions are unlimited and on the fly provided player leaving the field of play arrives at the bench before the replacement player enters the field. Infraction will result in a loss of possession of the ball, and YELLOW CARD to many players on the field.
- 16) Balls hitting the ceiling are in play
- 17) JERSEYS: Each team must wear similar colored jerseys. All players must wear shin guards and remove all jewelry. Outdoor shoes with molded cleats are allowed.
- 18) Slide tackling is NOT ALLOWED!!!

YELLOW & RED CARDS:

Yellow Cards: Will be issued per FIFA Rules. Two yellow cards equal a Red Card.

Red Cards: A player receiving a Red Card will be suspended from the game and tournament. The player's team will play short one player for a 4 minute period from the time of the card and lose one point on the tournament total.