

# Arsenal Colorado

## 6v6 Youth Tournament Rules



### TEAM REGISTRATION: Requirements, Information, Rules, Guidelines, Weather Issues

**Team Registration:** Teams must register and pay the \$225 team fee in ONE payment at the time of registration. Teams should register for a division based upon Fall 2022 registration age. Teams with players in more than one age group must register in the division of the oldest player on the team. Once a team has turned in their team confirmation to Arsenal Colorado teams will be notified how to build their team rosters. All players must sign the registration form / waiver before participating in the tournament.

**Number of Players Per Team:** There is a suggested roster size of 8-10 players per team roster. A team must have a minimum of 4 field players to start a game. A player may only be rostered with one team per age division. HIGH SCHOOL COED: There must be at least two girls on the field at all times and up to four girls on the field.

**Weather Related Issues:** Arsenal Colorado reserves the right to modify, reschedule, or cancel games due to inclement weather. Tournament Directors have the right to move or reschedule games, as well as the right to shorten game lengths. Every effort possible will be made to play the games.

### SPORTSMANSHIP: Yellow Cards, Red Cards, Player / Coach / Spectator Ejections:

**Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.

**Player Ejection (Red Card):** Referees have the right to issue a Red Card and eject a player or coach from the game for persistent infringement or as a result of an incident that warrants sending off. The team may then continue with their remaining players, however, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. Any player(s) receiving a red card are suspended from play for their next game. If a team is found to be playing the next game with a player that received a red card in the previous game, that team will be removed from the tournament. Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game may be forfeited in favor of opposing team (regardless of the score at the time of the incident). \*\*If player(s) is (are) issued red card(s) for fighting, player(s) may be ejected from the tournament and is (are) subject to removal from the facility for the duration of the event.

**Coach/Parent Ejection:** Referees have the right to eject a coach or parent from any game for persistent infringements or as a result of an incident that warrants ejection. Coaches or parents who are ejected by the referee or league official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

### Rules During Play

**Game Duration:** The game shall consist of two 12-minute halves separated by a two minute halftime period. The home team is listed first on the schedule and kicks off in the first half. Games tied after regulation time during tournament play shall end in a tie. Games during the Playoffs/Championship Rounds that are tied after regulation play shall proceed to Golden Goal (1<sup>st</sup> goal scored wins). There are no timeouts and the game clock does not stop in 6v6 games. In the event the field is behind schedule, the tournament director may shorten the halftime period, or limit warm-up time prior to the game (the referee shall communicate any shortened time to each team). The referee has the official time on the field.

**\*NOTE\* Once a team is losing by 5 goals, they can play with a seventh (7<sup>th</sup>) player until they bring the deficit within 4 goals.**

**Substitutions:** Substitutions may be made, only with the consent of the referee, at any stoppage.

**Kick Offs/Kick Ins/Direct and Indirect Kicks / Goal Kicks / Penalty Kicks: Kick Off:** May be kicked in any direction. You cannot score directly from a kickoff. The kick-off is an indirect kick.

**Kick Ins:** the ball shall be kicked into play from the sideline rather than a throw in. The ball is considered in play when the ball is touched and changes position. This is an indirect, and a goal cannot be scored from this kick.

**Direct & Indirect Kicks:** All dead ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner kicks and penalty kicks.

**Goal Kicks:** May be taken from any point inside the goalkeeper area. All goal kicks are indirect kicks.

**Penalty Kicks:** Penalty kicks are Direct kicks taken from the penalty mark at top of goalkeeper area.

**Five Yard Rule:** In all dead ball situations, defending players must stand at least five yards from the ball.

**Goal Scoring:** A goal may only be scored from a touch within the team's offensive half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) in their offensive half, and the ball goes into the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team. A goal cannot be scored from an indirect kick, such as kick-in from out-of-bounds.

**Goal Keepers / Off-side / Slide Tackling / Hand Ball Clarification:** There is no offside in 6v6 Soccer and **No Slide Tackling**. If a player is sliding for the ball, contact with any player(s) from the other team is NOT 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.

**Game Balls / Sizes:** Teams are responsible for providing game balls. Ball Size 4 = U8-U11; Ball Size 5 = U12 & up. If a group is combined they will use the size according to the older team.

## **BRACKETING: Seeding / Tie Breakers**

### **Point System**

Win: 3 points

Tie: 1 point

Loss: 0 Points

**1 Bracket:** Top 2 teams advance to championship game.

**2 Brackets:** Winner of each bracket will advance to championship game.

**(Odd number of teams in bracket:** Points will be averaged)

**Tie-Breakers:** For teams that are tied in points, if one team forfeited a game, they will automatically be considered the lower seed (unless otherwise decided by league official).

(1) Head to Head

(2) Goals for

(3) Goals against

(4) Coin Flip

## **Field Dimensions, Player Uniforms, Game Balls, etc.**

**Field Dimensions:** The playing field is 55 yards long by 40 yards wide. The goals are approximately six feet six inches high and 18 feet wide.

**Player Uniforms, Jerseys, Protective Casts & Jewelry:** All players must wear shin guards or will not be allowed to play. All players must wear jerseys/shirts during play and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color, Home Team must change.

Players wearing protective casts must have it wrapped and padded and inspected by the referee prior to the game. If the referee on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until it is rewrapped and approved. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

Tournament Directors have the right to adjust rules as necessary and their decisions will be final. Protests will not be permitted.