

SASQUATCH FIVE-A-SIDE TOURNAMENT RULES

Please register your team according to the age they will play for the 2019-20 Season

1. The Five-A-Side guarantees three (3) matches per team.
2. The duration of each match is 24 minutes -- two halves of 12 minutes each. Half-time will be 2 minutes in length.
3. Teams will be composed of five players and up to four substitutes. A match will not begin if either team has fewer than four players. Substitutions may be made "on the fly"; however, the player leaving the match must do so at the half-way line and be off the field of play before the new player enters. Players entering the match must do so at the halfway line. Violation of this rule shall result in a caution and an indirect free kick against the offending team from where the ball was when the referee stopped the match to issue the caution.
4. Regular soccer rules will prevail with the following exceptions:
 - a. There is NO off-side law.
 - b. Corner kicks will be taken.
 - c. Each half of the match will be started with a drop ball at the center mark. Players must be in their own half of the field.
 - d. After a goal has been scored, the defending team will restart the match with a goal kick from anywhere along their goal area front line.
 - e. The size of the field is about 44 yards by 50 yards.
 - f. Players wearing casts must check in with the tournament director before play.
 - g. A player ejected from a match for violent conduct will not be allowed to play again for the balance of the tournament. Players ejected for foul and abusive language or persistent infringement on the laws of the game may not play in the next scheduled match. An ejected player may not be replaced.

READ CAREFULLY

If you have entered two teams in the same age group, they will usually play one right after the other. Make sure that the team not playing has changed jerseys. Forfeiture could result if more than eight players during your match are suited in the same jerseys. Goalkeepers too, may play for one team only.

5. All teams must have a white t-shirt or alternate jersey available in case of a color conflict. The team listed first on the schedule of that match must change.
6. Match times and fields are listed in the tournament program and posted on the tournament flow charts placed in an area that is easily accessible. It is the responsibility of each team to know where and when they play. A team not on the field and ready to play at starting time will forfeit the match.
7. If a delay of a match in excess of five minutes happens due to injury, **AND** if it prevents the completion of the match in regulation time, the match will be **CONTINUED** on another field designated by the tournament director at the earliest possible time.
8. Teams shall be awarded points for match results as follows:
 - win = 6 points
 - tie = 3 points
 - loss = 0 points

In addition, bonus points shall be awarded for goals scored in a match, not to exceed a maximum of three goals per match. An additional bonus point shall be awarded to the **winning** team for achieving a shut-out. The shut-out point will not be awarded for wins gained by forfeiture. Forfeitures are scored 3-0. Teams shall be awarded points for goals scored without regard to the outcome of the match. That is, the losing team will receive points (up to three) for goals scored.

9. In the event that two or more teams are tied in points at the end of the preliminary matches, the following tie breakers shall be used in order given until a winner is determined:
 - a) Results of head-to-head competition
 - b) The difference between goals scored for and goals scored against. Highest difference wins.
 - c) Least number of goals scored against a team.
 - d) Tie breaker match, with over time as described in 10.
10. If a playoff or championship match is tied at the end of regulation time, two complete five minute overtime periods shall be played. If the score remains tied at the completion of the overtime the match shall be determined by the procedure of taking kicks from the penalty-kick line or spot as set forth below.
 - Each team shall designate five kickers one of whom may be the goalkeeper with the kicking order determined by the kicking team.
 - If the score is still tied after each team has taken **TWO** kicks, kicks shall continue alternately in the same order until a team has one more goal in the same number of kicks.
11. The referee is the sole judge of play. However, time will be kept by an official time keeper who will start each match and indicate the finish of each half with a blast on a horn. All scheduled matches start and finish at the same time.

<p style="text-align: center;">CAUTION: AT THE SOUND OF THE HORN, THE REFEREE WILL DROP THE BALL WHETHER YOUR TEAM IS ON THE FIELD OR NOT.</p>

12. The tournament director and their assistants will govern all matters pertaining to the Five-a-Side.
13. Each team must have an adult coach. Each team should provide a match ball. The ball should be marked with the team's name.
14. Coaches may enter two teams from their regular season roster. Each team entered will require a registration form and entry fee.
15. During a week-end, players may participate on one team only. **No select or Under-12 Developmental player may play on a recreational team.**
16. It is suggested that the coach of each competing team checks the scoreboard soon after each match. Mistakes do occur, the sooner you help us catch them, the less likelihood there will be delays and confusion. Thanks, your help is appreciated.
17. If a team finishes first, second or third trophies will be awarded. **HOWEVER, for those teams entered in the Under 8, 9 and 10 divisions, the Five-a-Side will follow a strict Jamboree format.**
18. Team rosters are frozen at check in. Please bring an official roster and the five a side medical waiver form signed by each participant's legal guardian.

Be sure to share this information with all your players!

GOOD LUCK.