



## Soccer Tournament Rules

1. Team must check in 40 minutes prior to first game and show player passes.
2. Number of players on field:     U10 and younger:     7 + goalie  
  U11 and older:         6 + goalie
3. Substitutions are unlimited and may be made when ball is out of play (any stoppage) or on the fly, provided player has left the field at player's bench area before substitute enters at same location.
4. A kickoff need not be played forward. Team providing a suitable ball will kick off; if Superdome Sports provides the ball, team ready first will kick off. Team ready on field first lines up to defend goal it chooses. There is no coin toss.
5. All kickoffs at halflines are indirect.
6. On a goal kick or goalie throw, if ball goes over halflines without bouncing or touching a player from either team, the other team shall be awarded an indirect kick from halflines.
7. Goalie cannot punt ball. Opposing team receives an indirect free kick from halflines. Keeper may become a field player entitled to kick ball over the half-line if (a) keeper places ball on the ground and touches it twice, or (b) keeper lets ball bounce twice and obviously forward; in either case ball must be outside penalty area before keeper kicks it over the halflines. Opposing team may challenge for the ball once it is on the ground.
8. If ball strikes ceiling or light fixture, an indirect kick shall be awarded from halflines.
9. The ball must be put into play from a restart within 5 seconds. If not, at the referee's discretion, the ball will be given to the opposing team for delay of game (throw-in or free kick to opposing team, corner/goal kick switch).
10. On free kicks, goal kicks, corner kicks, penalty kicks and kick-offs, opposing team must be 5 yards away from ball.
11. The goal area and penalty area are the same area.
12. All free kicks are indirect, with the exception of handballs. Penal fouls inside the penalty area still result in a penalty kick.
13. Penalty kicks are taken from the penalty area marker.
14. Coaches and players are responsible before the games to insure that players are properly equipped (socks over shin guards, etc.) and are not wearing anything dangerous (for example, jewelry, long pants on field player, hard casts). Decision of referee or tournament official is final on those issues.
15. Players receiving a yellow card must serve a 2 minute penalty requiring the team to play short for the 2 minute period.
16. A player who is red carded is automatically ejected from remainder of tournament.  
Exception: A player red carded for hand ball violation sits out remainder of current game only.



17. Each team should bring 2 sets of jerseys.
18. There is no off-side rule.
19. When a team is down by a 5 goal margin in a game, they may add an extra player onto the field until there is a 4 goal margin and at that point go back to even sides.
20. Each win is 3 points; each tie is one point. Forfeit will count as 4-0 win.
21. In case of a tie at end of round robin play, the tie will be broken as follows:
  - (1) head to head. (2) goal differential to maximum of 4 per game.
  - (3) least amount of goals allowed (max of 4 per game). (4) coin toss.

3-Way Tie: Eliminate one team, beginning with goal differential (team with lowest goal differential is eliminated from contest); then back to (1), (2), etc. for remaining two teams.
22. NO CLEATS. Rubber-soled or turf shoes only. Should the referee discover a player or players wearing cleats, he will ask the offending player to leave the field.
23. Games start with a starting horn and end with an ending horn. The games are 28 minutes, giving all teams two minutes to exit and enter. Please move quickly on and off the field since lost time will not be made up.
24. Slide tackles are prohibited and result in an indirect kick.
25. Semi-final and final games that end in a tie: a sudden-death shootout will begin IMMEDIATELY at the end of regulation. Shooters or keeper need not be players on the field at the end of regulation. At least 5 different shooters must shoot before any shooter does so a second time.
26. Any protest from a team must be conducted in a civilized and thoughtful manner by one coach or manager. Only coaches and managers may approach Tournament Officials and Referees regarding discrepancies.
27. Coaches are responsible for the behavior of their players and fans. Only coaches and players on the playing field. Disruptive behavior may result in a team yellow card or expulsion from the tournament and/or facility.