

Inagural Sunset Soccer Tournament

Rules & Scoring Information

Sunset Soccer Tournament Rules are based on FIFA Laws modified for small-sided play. Below are the major differences:

Roster Size and Number of Players on the Field

Rosters are limited to 16 players and matches are played 7v7 (including the goalkeeper).

Teams must have a minimum of four (4) players to begin, continue and conclude a match. The official will start the game clock as scheduled. If teams have fewer than four (4) players, they will be provided a five (5) minute grace period to produce the minimum required four (4) players. If the minimum number of players is not present at the end of the five (5) minute grace period, the resulting score is recorded as a 0-3 forfeit.

Length of Game

Matches are 30 minutes in duration with no halftime.

Sanctioning

- Yellow – A warning caution, no time penalty for this offense
- Red – *Ejection for the duration of the match and no replacement for five (5) minutes. The player who received a Red Card must also sit out the next game.*

Note – Time penalties are not reduced by scoring of a goal. Goalkeepers must serve their own penalties.

Discovery Sports Center will have a “Zero Tolerance Policy” towards fighting. Any player engaged in fighting will be suspended for the remainder of the tournament. A second incident of fighting from any player on a team in which a player has been previously suspended, will result in the ejection of the team from the current tournament without refund and may warrant exclusion from future tournaments.

Scoring

Win = 3 Points

Tie = 1 Point

Loss = 0 Points

Bonus Points = Will be awarded to winning teams, up to a maximum of three (3), based on goal differential and used for purposes of breaking ties. (A team winning 3-0 or 6-3 would receive a maximum of three (3) points.)

Tie Matches

All ties in Round Robin play will stand.

Semi-Final and Championship Match

If the Semi-Final or Championship Match ends in a tie after regulation time, proceed to one five-minute mandatory overtime period. **NO GOLDEN GOAL.** If game is still tied after overtime, proceed to best of 3 Penalty Kicks using players that were on the field at the conclusion of the match. If game is still tied, proceed to sudden death Penalty Kicks, first with remaining players on field at conclusion of overtime and

then to players off the field at the conclusion of overtime. If still tied, repeat sudden death Penalty Kick process.

Tie-Breaking Criteria to determine Semi-Final Game opponents (if two teams are tied):

1. Result of head to head competition (only for ties between two teams)
2. Most wins
3. Bonus points
4. Least goals allowed
5. Best of 3 Penalty Kicks. If still tied, proceed to sudden death Penalty Kicks using players that did not kick in the best of 3 rounds.

In the event of a tie among more than two teams, once a tie is broken by the above system, and if ties among remaining teams still exist, those ties are broken by starting again at the top of the tie-breaking system (Step 1).

Determining the Wildcard (if needed)

The team with the most number of tournament points, other than the division winner, will be selected to advance as the Wild Card (the best overall 2nd place team). If two or more teams have the same number of points, the tie-breaker system used to determine division winners will be used to determine the Wild Card.

Substitutions

Unlimited “on the fly” without the referee’s permission. Must occur at half field and must not interfere with play (**IFK**)

Slide Tackling

Slide tackling the ball by field players is **not permitted**. If penalized, an indirect free kick will be awarded to the opposing teams.

Uniforms and Equipment

All players must wear the same color shirt/jersey and all shirts/jerseys must be numbered. All players must also wear shin guards. Molded cleats, turf shoes and flats (including black-soled) are acceptable footwear. Metal studs cleats are prohibited.

Injuries

Any player who is bleeding must leave the field. Time will not be stopped for injuries.

Kickoff

The home team will kickoff (home team is listed first on the schedule).

Goalkeeper Release

Punts and drop kicks are not permitted. The ball must be distributed by a throw, normal place kick or kick from a dribble (**IFK from top of “D”**).

Goalkeeper

- a. The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.
- b. The goalkeeper is not limited in steps in his penalty area.

Ball out of Play:

If the ball has wholly crossed the goal line or touch line whether on the ground or in the air, the restart is a corner kick or throw-in.

Five-Second Restart

A restart must occur within five (5) seconds of placing the ball for a free kick, corner kick or goal kick (IFK). Goalkeepers must also release the ball within five (5) seconds after gaining possession and returning to their feet (IFK from top of the “D”). Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area.