

2023 SPACE CITY FALL BLASTOFF TOURNAMENT RULES

Note: The Tournament Director reserves the right to modify the rules at his discretion in order to facilitate the flow of the tournament/league. The Director will have the final judgment on any suspensions, rule discrepancies, or controversial issues that may arise during or after play.

Tournament Divisions:

(minimum age 18)

All Gender Open Division

Number of Players/Rosters

Number of players on a roster: 7 max

5 players on the field – no goalkeeper.

Games cannot be played with fewer than 4 players.

A player waiver must be completed and turned in prior to the tournament.

Only those on the original roster are eligible to play in the tournament.

Players cannot play on multiple teams in the same division. A forfeit will be required of a team using a player who is not on the original roster.

Team Formation

Number of teams will be determined by the total number of registered players.

All players register individually and will indicate their experience level

(**A**-Beginner/Intermediate, **B**-Advanced Intermediate, or **C**-Competitive).

Teams will be formed via Blind Lottery with players drawn from each of the 3 player pools.

The drawing will start with the 'A' pool until all players have been drawn before moving on and repeating the process for the 'B' and 'C' pools until all players are assigned to teams.

Each team will designate a captain to be responsible for team scorecards

The Game

Field size is approximately 20 yds x 40 yds indoor with walls

Goals are approx 4 ft. x 4 ft.

A size 5 ball will be used during all matches to be provided by the tournament.

Group Games duration will be two 6 minute halves with a 2 minute halftime.

Knockout Games duration will be two 8 minute halves with a 2 minute halftime.

Game clock will run continuously at the discretion of the officials..

The offside rule does not apply in the 5v5 format.

In case of a tie after regulation time during group play, the game will finish as a tie game.

(Scoring System outlined below)

Each team will be provided a different colored tournament shirt for games.

All players must wear shirts (no shirts vs. skins).

Slide tackling is not allowed and will result in a blue card penalty.

Substitutions

Teams may sub on the fly at any time during the game.

The player coming off the field of play must be within 2 yards of the touchline near their teams bench before the new player comes onto the field of play.

Players must use the bench doors to sub (no wall hopping).

Player's Equipment

Shin guards are recommended for all players that are on the pitch.

Knockout Stage

For any knockout game (quarter-final, semi-final, or championship) that ends in a tie, the game will go straight to penalties where 3 kicks will be taken by each team. If tied after 3, then sudden death will take place.

Penalties will be taken from midfield.

All team members on the roster must kick (unless injured – ref determines) before a player takes a second shot, ***Only players on the field at the end of regulation may participate in the penalties.**

Forfeits

If a team is running late, the opposing team will be awarded a goal 2 minutes after the scheduled start time, and a second goal 3 minutes after the start time.

A forfeit will be awarded if an opposing team is not ready to play within 4 minutes of a scheduled start time.

The clock starts at the scheduled kickoff time and time will not be made up if a team shows up late.

A forfeit will go down as a 3-0 win for the team that is there and ready to play.

If both teams do not show, or are not ready to play – neither team will be awarded points.

Start of Play

Opposing players must be outside the center circle prior to kick offs.

Restarts do not have to go forward after goals or to start periods. No drop balls in penalty area.

Fouls & Free Kicks

All fouls/infractions apply except for offside. The offside rule does not apply.

All free kicks are indirect free kicks, with 3 exceptions (corner kicks, kickoffs, and penalty kicks are all direct).

Opposing players must remain at least 3 yards from the ball.

Once the referee signals for play to continue, the kicker has 5 seconds to play the ball.

Slide tackling is not allowed and will result in a blue card penalty.

A penalty kick shall be awarded when a handball in the penalty box occurs, or if a player is fouled in the box during an obvious goal-scoring opportunity.

Run of play Penalty kicks will be taken from the top of the penalty box.

Penalty Kicks

A penalty kick shall be taken 12 yds from the goal line.

All players except the kicker and the opposing goalkeeper must stand outside the top of the penalty area. Players are not permitted on either side of the area.

On free kicks, opposing players must remain 4 yards from ball.

Blue cards will be awarded to players who slow down the flow of the game by not providing the mandatory 4 yards.

Kick Ins

The five (5) second rule also applies for kick-ins.

The ball is kicked into play from where it left the field of play on either sideline or from the point directly below where it hits the top netting.

The opposing team will regain possession after a five (5) second infraction.

Goal Kicks

Goal kicks are taken anywhere inside the penalty area.

Once the ball is retrieved and set, the player has 5 seconds to play the ball.

An indirect kick will be awarded to the opposing team at the top of the penalty area if the referee feels there is an unacceptable attempt to delay the game.

Goal kicks need not exit the penalty area to be considered in play.

Corner Kicks

Goals can be scored directly on corner kicks.

Opposing players must be at least 4 yards away.

5 second rule applies on corner kicks.

Misconduct

Players ejected from a match for a red card for violent conduct will be suspended for at least the following match and their team will play short the remainder of the game.

Ejections for violent actions including, but not limited to fighting may result in suspension for any further play. This will be decided upon by the Tournament Directors.

Any player that receives a blue card will be given a 2 minute sin bin. Their team will play short for 2 minutes or until a goal is conceded, whichever comes first. If a goal is conceded within the 2 minutes, the team can bring on an additional player, but the player who received the yellow card still must sit out the mandatory 2 minutes.

Any player receiving two blue cards in a match will result in the team playing short for the remainder of the game, same for a straight red.

Offensive language is considered to warrant a caution card, any language directed towards officials, opponents, or spectators will result in ejection from the game.

Space City Pride FC does not tolerate violent conduct, verbal abuse, threatening behavior, or racist/hateful language. Any instances of the above can result in temporary or permanent suspension from the tournament.

Final decisions regarding length of suspension will be made by the Tournament Director.

Team Requirements

All teams are required to show up 10 minutes prior to their start time.

A team can start a game with a minimum of 3 players.

Teams will play a minimum of 3 group stage games and then knockout stage games if the team qualifies for the advancement spots.

Any teams playing with red carded players or players not on their original rosters will be subject to a forfeit, in that game.

Referees

At minimum, one referee will be assigned to each match.

Inclement Weather

This is an indoor tournament so regardless of weather conditions, coaches and their teams must appear on the field of play, ready to play as scheduled.

Failure to show will result in the forfeit of the match.

Only referees and/or Tournament Directors can cancel or postpone a match.

Should a match's progress be terminated due to weather conditions after one half has been completed the match will be considered official and the score at the time will stand.

In the event of bad weather, game schedules and various rules may need to be altered. Be sure to check with the Tournament Director to see if your team is impacted.

Scoring

WIN = 6 points

TIE = 3 point

LOSS = 0 points

SHUTOUT = 1 additional point

GOAL SCORED = 1 additional point (max 3 pts)

FORFEIT = 3-0 win (worth 6 points)

Scorecards

Each game will have a scorekeeper that maintains the official game records

Tiebreakers

Goal differential (goals for - goals against = GD)

Head to head

Most wins

Least # of goals allowed

Most goals scored

Penalty Shootout

If you have any questions regarding the rules or tournament format please contact Space City Pride FC Vice President.