

HANGOVER CLASSIC TOURNAMENT RULES

1. **Tournament Open to ages 14+ - Coed** (social/competitive/elite), Men's (social/competitive/elite), Women's (social/competitive/elite)
2. **Tournament Fee is \$375** (Social and Competitive) \$575 (Elite)
3. **There is a limited Roster size - 12 players.** 5v5 Play
4. **Divisions are determined by level of play**
 - * Men's Social - Men's D4/D5/ Over 40 Level (Fun)
 - * Men's Competitive - Men's D2/D3 Level (Competitive)
 - * Men's Elite - - Top Level (College/Semi Pro Level)
 - * Women's Social - Women's D4/D5/ Over 35 Level (Fun)
 - * Women's Competitive - Women's D2/D3 (Competitive)
 - * Women's Elite - Top Level (College/Semi Pro)
 - * Coed Social - Coed D4/D5 Level (Fun)
 - * Coed Competitive - Coed D2/D3 Level (Competitive)
 - * Coed Elite - Coed Top Level (College/Semi Pro)
5. **All Teams Must submit & show a Valid Tournament Roster**
6. **All Rostered players must present a completed Release Waiver** and have an active membership. (Free Guest passes that last 1 week are available)
7. **Teams to Provide Rosters by Wednesday, December 27th**
8. **Guest players are not allowed.** All players must be officially Rostered
9. **Red Cards:** A player or substitute who has been sent off must leave the building. Play does not resume until the red carded player has left the building (Ref can stop clock if player is deliberately wasting time). Red carded players are subject to a minimum suspension of 2 games.
10. **3 game minimum each** (4 game max for Championship)
11. **Games are 40 minutes long** (2x twenty min halves)
12. **Tournament Format is being played.** (3 game guarantee with 4th game championship match unless scheduled in advanced by Tournament Director)
13. **All games to be played over three days.** See tournament flyer for days
14. **No overtime for games.** Games can end in a tie.
15. **Penalty shootouts if necessary for Championship Matches.** (Set of 3 then to sets of 1 til victor, for Coed divisions alternating genders, ex. M/F/M or F/M/F)
 - * PK shout out to occur from the 6m dot
16. **Scoring Setup**
 - * Point Scoring
 - Points Per Win: 3
 - Points Per Tie: 1
 - Points Per Loss: 0
 - * Tie Breakers
 - Tie Breaker 1: Most Wins
 - Tie Breaker 2: Head to Head
 - Tie Breaker 3: Goal Differential
 - Tie Breaker 4: Goals For
 - Tie Breaker 5: Goals Against
 - * There are no game protests allowed

LAWS OF THE GAME

- LAW I - Field of Play:** Matches to be played on regulation sized Futsal courts (RCF East/ West)
- LAW II - The Ball:** Size 4
- LAW III - Number of Players:**
- * Minimum Number of Players to Start Match: 3, one of whom shall be a goalkeeper
 - * Minimum Number of Players to Finish Match: 3
 - * Maximum Number of Substitutes: Unlimited
 - * Substitution Limit: None
 - * Substitution Method: On the fly substituting (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)
- LAW IV - Players' Equipment:**
- * A Jersey or Shirt (preferably a light and a dark)
 - * Shorts - The Goalkeeper is permitted to wear pants
 - * Soccer/Futsal socks
 - * Shin guards- recommended but not required
 - * Futsal shoes, or footwear of canvas or soft leather training or gymnastic shoes with soles of rubber or similar material. No cleats allowed
 - * A player must not use equipment or wear anything that is dangerous to his or herself or to another player. (including any jewelry or accessories)
- LAW V - Referee:**
- * Duties: Enforce the laws, apply the advantage rule, keep a record of incidents during the game, stop the game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other behavior, allow others to enter the pitch, stop the game to have injured players removed, signal for the game to restart after every stoppage, decide that the ball meets with the stipulated requirements and the checking of the goals and field.
 - * Position: The side opposite to the player benches
- LAW VI - Duration of the Game:**
- * Duration: 2 periods of 20 minutes; clock is not stopped whenever the ball is out of play. Time is running. Stoppages only when the referee deems it necessary
 - * Time-outs: None for Competitive and Social - * Elite - one 30 second timeout per half per team
 - * Halftime: 2 minutes approx.
 - * Warm-up: 10 mins before each game
- LAW VII - The Start of Play:**
- * All players, except the player taking the kick-off must be in their own half of the pitch
 - * The ball is in play when it is kicked and clearly moves.
 - * A goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.
- LAW VIII - Ball in and out of Play:**
- * Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in at the closest touchline to where the ball touched the ceiling).
 - * Lines: Touchlines and goal lines are considered inside the playing area
 - * When the whole of the ball has passed over the goaline, between the goal posts and under the crossbar (except by illegal means)
- LAW IX - Method of Scoring:**
- * See below #15 Scoring Setup

LAWS OF THE GAME - CONT'D

LAW X - Fouls and Misconduct:

* Direct Free Kick awarded when a player intentionally commits any of the following offenses (Penalty kick is awarded when the infringement occurs in the penalty area or "D")

- Kicking or attempting to kick an opponent
- Tripping an opponent
- Charging at an opponent in a violent or dangerous manner
- Charging at an opponent from behind
- Striking, attempting to strike, or spitting at an opponent
- Holding an opponent
- Pushing an opponent
- Charging an opponent with shoulder (i.e. shoulder charge)
- Sliding at an opponent (slide tackle that impedes play or is deemed dangerous)
- Handling the ball (except the Goalkeeper)

* Indirect Free Kick awarded when any of the following offenses are committed (kick taken from the 6-meter line when infringement takes place in penalty area)

- Dangerous Play
- Obstruction
- Charging the goalkeeper in the penalty area
- Goalkeeper throws the ball directly over the halfway-line (without it first touching his or her own side of the pitch or any player) - This rule does not apply to our Elite Divisions
- Goalkeeper picks up or touches with his or her hands after a back pass

LAW XI - Free Kick:

- * Types: Direct free kicks and indirect free kicks
- * Wall: At least 5 meters away until the ball is in play
- * Time Limit: Kick or Toss must be taken within 4 seconds

LAW XII - Accumulated Fouls:

* Once a team has accumulated its seventh foul:

- If a player commits his team's seventh accumulated foul in the opposing team's half or in his own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark, the free kick is taken from the second penalty mark.
- If a player commits his team's seventh accumulated foul in his own half of the pitch between the imaginary 10 m line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the place where the infringement occurred

- No Wall

- The goalkeeper stays at least 5 m from the ball. The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5 m from the ball. They may not obstruct the player taking the free kick. No player, except the kicker, may cross this imaginary line until the ball is in play

LAW XIII - Penalty Kick:

- * To be taken from the penalty mark on the mid point of the D or arc
- * All players must be out of the penalty area, and the players of the opposing team must also be at least 6 meters from the penalty spot.
- * The kicker shall not play the ball a second time until it has been touched by another player.

LAW XIV - Kick-In:

* A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the floor or in the air, or when the ball hits the ceiling while in play.

* A goal cannot be scored directly from a kick-in:

- If the ball enters the opponents' goal, a goal clearance is awarded
- If the ball enters the kicker's goal, a corner kick is awarded

LAW XV - Goal Clearance:

* A goal may not be scored directly from a goal clearance

* Opponents must be outside the penalty area until the ball is in play

* Goal keeper cannot throw the ball over the halfway line unless it touches the pitch or another player first. If done so, an indirect free kick from the center line is awarded to the opposing team.

* The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.

* The ball is in play when it is thrown or released and clearly moves.

* The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play. If the goal clearance is not taken within four seconds, an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred.

LAW XVI - Corner Kick:

* A goal may be scored directly from a corner kick

* The opponents must be on the pitch at least 5 m from the corner until the ball is in play (noted by line on endline)

* The team taking the kick must deliver the ball within four seconds of being ready to do so

* If, when a corner kick is taken, an opponent is closer to the ball than the required distance the corner kick is retaken by the same team, and the offending player is cautioned.

* If the corner kick is not taken within four seconds, a goal clearance is awarded to the opposing team.

Elite Level Exceptions:

* Each team is entitled to a single 30 second time-out per half when the team is in possession of the ball and the ball is out of play

* Goalkeeper may throw the ball over the halfway line.

* If after playing the ball, the goalie touches it again in their own half of the pitch after it has been deliberately played to them by a team-mate without an opponent playing or touching it, an indirect free kick is awarded.

* Direct free kicks from the 10-meter mark will begin with the 6th accumulated foul in each half. Foul count will restart at half time

* Slide tackling is allowed. As long as it is done in a safe manner and does not put other player in harm, otherwise referee may caution the player