**2016-2017 ICY Series 6v6 RULES**

6V6, five field players plus GK

Games consist of one 25 minute period on the full field

Maximum roster size is 12 players\*\*

A player is only allowed to play with one team in one age group

No food or drink allowed on the field of play!

**Registration**

Please check in at the registration desk 30 minutes prior to first match.  Please have roster completed online and payment due. Liability waiver is signed on behalf of entire team by the individual doing the team registration. No player cards are necessary.  Falsified player information will result in disqualification from the tournament. \*\* A team may bring more players than the roster limit of 12 HOWEVER the coach must submit the names of the 12 eligible players for each game to the referee on the field prior to the start of the game.  The remaining rostered players may not enter the playing field for a game for which they are not on the roster.

**Duration of Games & Overtime and Ball Sizes are as follows:**

Division                Length   Finals    Overtime              Ball Size (Home team supplies game ball)

U07/08                  25 Minutes            25 Minutes            3 Minutes              #3

U09-U12               25 Minutes            25 Minutes            3 Minutes              #4

U13-U14               25 Minutes            25 Minutes            3 Minutes              #5

\*\*Group play games tied after regulation will remain a tie, no overtime will be played.

\*\* Final games tied after regulation will play **one 3 minute overtime period Golden Goal**. After each minute of play, one player per team leaves the floor.  At 1v1, play continues until there is a winner.

**Players Equipment:**It will be at the Referee’s discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory for all players. GK must wear colors that clearly separate them from either team.  Home team must switch jerseys or wear pinnies when there is a similarity in color.

**Game Start:**The home team will be indicated on the schedule.  The winner of a coin toss prior to the start of each match shall choose the goal they will defend- the visiting team calls the toss.  The ball may be passed backward on the start.

**Substitutions:** Substitutions are on the fly.  Goalkeeper - may only be substituted at a stoppage of play; the referee must be notified.   Players MUST be off the field before their substitute enters.

**Ball In & Out of Play:**The ball is out of play if:

* It leaves the field or play
* When play has been stopped by the referee
* If the ball hits the nets

All restarts from a ball out of play are with an indirect free kick. Defenders must be at least 10 feet away from the ball.

**Off-Side:**There is no off-side

**Fouls & Misconduct:**In the interest of player safety and respect for the game, boarding and reckless play will not be tolerated.

*A 2-minute penalty may be assessed to a player or team. The offending team must then playshorthanded for those two minutes regardless of whether a goal is scored. A field player may serve the penalty time on behalf of a goalkeeper.*

A player may receive a 2-minute penalty if he or she kicks the ball, which is not deflected and hits any part or fixture of the ceiling (except behind the goal line), is guilty of boarding an opponent executes or attempts a slide tackle.

Yellow card: The team of a player who is cautioned will receive a two-minute penalty or until the end of the game whichever is shorter.

Red card: A player who commits a serious offence or receives a second caution in a game must sit out the remainder of the current game AND the next scheduled match. The player’s team must finish the current game shorthanded.

A player receiving (2) accumulated yellow cards in the tournament will sit out the next scheduled match.

Players who are ejected for fighting or violent conduct must leave the facility and will no longer be permitted to participate in this tournament.

At the discretion of the referee, unruly players, coaches or spectators will be sent from the area and be required to remain away from the field of play and spectator areas.

There is no slide tackling!

**Penalty Kicks:** Penalty kicks are taken 1 v 1, (attacker against keeper) for 5 seconds or one shot.  Attacker begins with ball at mid line and keeper begins on goal line. Play stops after 5 seconds or after the shot. Restart would either be a goal kick or a center tap.

**Goal Kicks**: Goal kicks must touch a player, the floor or the wall before entering the opposing penalty area.

**Goalkeepers:**

Goalkeepers may NOT handle the ball if it is intentionally kicked back to them by a teammate.

Goalkeepers must have one foot in the penalty area to play the ball with their hands.

After gaining control of the ball, the keeper must distribute the ball with a throw (no punting - no drop kicks). The throw may not enter the opposing penalty area until it touches a player, the floor or the wall. Violation of this rule will result in an indirect free kick at the centerline.

**Player, Coach, Bench Personnel and/or Spectator Behavior**

All listed above are expected to conduct themselves in a manner consistent with the spirit, as well as, the Laws of the Game.

Coaches are responsible for the actions of the team’s players, bench personnel, and spectators.

Coaches and/or Players sent off from a match (red card or two yellow cards) will not be allowed to participate in the next match.

A player or coach sent off for violent conduct or serious foul play may be subject to further sanctioning. Anyone assaulting a referee will be expelled from the tournament.

If in the opinion of game officials, a game must be suspended for any reason, the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games.  All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**Scoring & Determining Winners (Scoring Brackets will be on the wall by the restrooms)**

Teams will be awarded points on the following basis:

«  Three **(3)** points for each **Win**

«  One **(1)** point for each **Tie**

«  Zero **(0)** points for each **Loss**

«  Minus one **(-1)** for each **player or coach sent off**

«  **Failure** to **report ready to play** within five minutes of scheduled kick off time, failure to **check in at registration**, or **causing** a **terminated game** will result in a **forfeiture, 3-0**.  The other team will be awarded three **(3) points**

After bracket play, if tied in points, advancement to Final will be determined by:

1.  The winner in **Head to Head** competition

        (If there is a 3 team tie, proceed to the next tie breaker)

2.  **Goal Differential**, maximum of +/-4 per game

        (6-1 score, winning team gets +4, losing team gets -4)

3.  Fewest **Goals Allowed**

4.  Most **Wins**

5.  Most **Shut Outs**

**6. If still tied after all tie breakers, a coin toss will determine who moves on**

**Inclement Weather:** If tournament has to be cancelled due to weather, all money will be returned.  Cancellation will be posted on the Lehigh Valley United website.

**Disputes**

All disputes will be settled by the Tournament Director or his designee and the decision will be final.

The Turff Club and/or LVU reserves the right to modify the tournament as needed, including but not limited to duration of games, combining age groups, etc.