

TEAM CHECK-IN: All teams are required to register no later than 30 minutes prior to the first tournament game time at the facility where their first tournament game is to be played. Teams **MUST** provide an official tournament roster (roster sheets will be emailed to team managers), medical waivers, and proof of age. Medical Waivers and proof of age can be completed by creating a player profile account and registering with our facility through our website. (www.aaiskc.com)

NUMBER OF PLAYERS: Will consist of 5 field players and a goalkeeper. The roster size will be a maximum of 18 for every team.

OFFICIAL TEAM ROSTER: An official tournament roster must be completed prior to the first game of the tournament. This roster will be frozen (no exceptions) after the completion of the first game.

GAME SCHEDULE: Any last minute schedule changes will also be posted on the website. All efforts will be made to contact any teams involved in any schedule changes but the responsibility lies with the team coaches and managers to double check the schedule on our website one day prior to the first scheduled game.

MATCH BALL - Each team shall furnish a regulation game ball to the referee prior to the game. The referee will then select the game ball.

DURATION OF THE GAME: Each game shall consist of 2 x 25 min halves.

SHOOT OUT:

Semi-Final and Final

If after normal game time has elapsed and the teams are tied, the game will be decided by a shoot-out.

Both teams will choose 5 players to step on to the field. All other players must remain in the team box.

Players will line up in order at the half line.

Alternating teams and selected shooters, players will place the ball at the top of the arc. Once indicated with a whistle you will have 5 seconds to take a shot. (No Rebounds or 2nd attempts allowed.)

Once a player has taken their shot, they must exit to the player box.

The team with the most goals after their respective 5 players have taken their shots wins the game.

If the teams have the same goal amount, both keepers will take a shot on each other to break the tie.

If the teams are still tied after this, both teams will select one shooter at a time with no repeating shooters until the tie is broken.

DELAY OF START: Any team delaying the start of a scheduled game without authorization from the tournament director shall forfeit the game to the opponent. Forfeits will be recorded with a score of 4 to 0.

SUBSTITUTION: Substitution 'on the fly' may be made at any time. Guaranteed substitution may be made at the following times ONLY: i. After a goal is scored by either team ii. On a goal kick. After an injury* Please note that there will be no guaranteed substitution if the ball hits the surrounding net or after a foul. Also no guaranteed substitution during the last 2 minutes of the game.

GOALKEEPER SUBSTITUTION: Any teammate may change places with the goalkeeper on a guaranteed substitution opportunity.

TIME PENALTIES: For time penalties, the team will play short for two minutes (Blue Card), hard two minutes (yellow card) or hard five minutes (Red Card). Behaviors warranting automatic time penalties include but are not limited to: boarding, spitting, and slide tackling. Teams may play at full strength again after the two minutes are completed or after the opposition scores a goal (only if the goal is scored in a power play situation. If both teams are at even strength, the players must serve the full two minutes regardless of goals scored e.g. game stays 4 v 4). The 5-minute red card violation must be served for the full five minutes regardless if a goal is scored. The red-carded player must sit out the remainder of the game and serve a minimum 1 game suspension. This applies to all players (including the goalkeeper) and the coaching staff. Note: if a coach, player or any person in the bench area receives a blue or red card the team must designate a player to serve the time penalty. This player may return to the field after the time penalty but the ejected coach must leave the facility before the game may commence. If a Goalkeeper receives a blue card the team nominates a field player to serve the two minute time penalty. If a goalkeeper receives a red card he/she will be ejected from the game. If a player receives two blue cards in a game, that player will be ejected from that game and forced to serve a one game suspension and the team must play a man down for two minutes regardless of goals scored. Simultaneous blue cards on members of each team results in both teams playing short for the full two minutes regardless of goals scored. Teams can only serve a maximum of two time penalties at a time. If a third two minute violation occurs during a time that a team is already two men down the third will be deemed a delayed two minute, i.e. the player must sit out for his two minute as soon as one of the current two minute penalties have elapsed. In multiple two-minute penalties a goal scored only cancels one penalty.

*Any red card will result in an automatic 1 game suspension.

What to Wear:

Team Wear: Teams must have shirts or uniforms that are matching in color. **NO EXCEPTIONS!**

Goalkeeper Attire: The goalkeeper must wear colors that distinguish them from all other players. **Shin**

Guards & Socks: Are **REQUIRED** for all players. Socks must be worn over shin guards.

Jewelry: A player may not wear jewelry (watches, bracelets, etc.) that is dangerous to themselves or other players. This may be at the discretion of the referee.

NO CLEATS ALLOWED



COLOR CONFLICT - In cases where the referee deems there to be a color conflict the Home team (listed second on the official schedule) will be responsible for changing their uniforms.

CASTS/ORTHOPEDIC BRACES - These may be used if at the discretion of the referee they are not dangerous to any of the players on the field.

REFEREES: One or two man system will be used in all games. The number of referees at each game will be at the discretion of the tournament director.

TIME-OUTS: There will be no time-outs.

START OF PLAY AND RE-STARTS: The ball may be played in any direction from kick-offs. A goal cannot be scored directly from a kick-off. All fouls are direct in nature. The opposition must stand a minimum of 10 feet away from the ball on all restarts (with the exception of a kick off). When a game is restarted after an injury or after a "referee discretionary stoppage" the re-start kick will be taken by the team that had clear possession prior to the stoppage. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped

inside the penalty area, all restarts, whether by kick or drop ball, will be from the top of the restraining arc.

5 SECOND RESTART VIOLATION: Failure by a team to put the ball into play within five seconds, as signaled by the referee, results in a possession turnover.

THREE-LINE VIOLATION: There will be no three line violation for the field players, but the goalkeeper may not pass the ball by throwing or kicking over the three lines. The ball will be restarted with a free-kick at the center of the first line that it crossed after a goalkeeper three line violation.

GOALKEEPER PASSBACK: Players will be allowed to pass the ball back to the goalkeeper's hands from anywhere within the defensive third of the field (marked by one of the three lines) if possession is gained in that third. Goalkeepers may not handle any pass that originated from outside of the defensive third of the field by his/her own team.

SLIDE TACKLING: Slide tackling will not be allowed. Playing on the ground which is deemed dangerous will also not be allowed. (Sliding that is determined NOT to be a dangerous play by an official is with in legal playing rights)

GOALKEEPING RESTRICTIONS: Following infractions shall cause the referee to stop play and award a free kick to the opposing team at top of restraining arc. (i) The handling of an intentional back pass from a teammate's feet that originated outside of the defensive third (ii) Five-Second Distribution: A goalkeeper, in possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within five seconds of having received the ball within the penalty area. Possession shall be defined as control with hand or foot. (iii) Illegal procedure - Handling: A goalkeeper who receives or carries the ball outside of the penalty area by foot, shall not handle the ball inside the penalty area prior to the ball being touched by another player or prior to a stoppage in play. (iv) Intentional handball violations committed by the goalkeeper outside the penalty area to stop an opposition attack shall result in a time penalty. Any player, not necessarily the goalkeeper, may serve this time penalty. Regular handballs by the goalkeeper will result in a normal free kick without the time penalty. (v) If a goalkeeper commits a foul that is deemed a red card offense by the referee he/she must serve the ejection. The team must play short for the five minute with a different player in goal. At the completion the five minutes the team may play at full strength but the goalkeeper that committed the foul must sit out the remainder of the game as well as serving a minimum of a 1 game suspension. (vi) Once the goalkeeper possesses the ball (from a shot or pass back from a teammate) with the hands and releases it, the goalkeeper does not have use of the hands again on a pass back from a teammate unless the ball is/has been touched by an opponent. Such an infraction will result in a free kick to the attacking team at the top of the restraining arc.

PENALTY KICKS Only infractions that are deemed by the referee to be denying goal scoring opportunities (within the penalty area) will result in the penalty kicks. "Incidental" fouls within the penalty area will result in a free kick at the top of the restraining arc or where the referee places the ball. All fouls that were deemed intentional within the penalty area will result in a two-minute penalty.

PROTEST - There will be NO PROTESTS. The Site Director will resolve all disputes immediately. These decisions will be final.

CONTROL OF SIDELINE CONDUCT: Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The site directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authorities.

POINT SYSTEM: 3 points for win, 1 for tie, 0 for loss.

TIE BREAKERS: If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized: i. Head to head (not used if more than two teams are involved in the tie breaker) ii. Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum differential, e.g. 10-1 games will be deemed 5-1) iii. Fewest goals allowed iv. Sudden death Penalty Kicks

TOURNAMENT FORMAT: The following formats will be used throughout the tournament: Groups will consist of 4 teams - there will be multiple groups with each team playing against each other. The two top teams will advance to the semi-finals. (Random drawing by tournament director will decide who plays who). The winners of each match will advance to the Final.

If you have any further questions about the tournament or the rules please reach out to tournament director and league manager **Joseph Fitch** by email or by phone. (jfitch@aaiskc.com) **913.888.5425**

Thank you and enjoy the tournament!

