



TOURNAMENT OF TERROR YOUTH SMALL SIDED TOURNAMENT RULES

U9 & U11: 4 v 4

U13: 3 v 3

FIELD: The field size is approximately (30yds x 20yds). The goal size is approximately 4ft x 8ft.
Regular cleats can be worn.

BALL SIZE: Age appropriate. Balls will be provided by the YMCA.

TEAMS: Consist of a minimum four to a maximum of six players. Can start with 3 players. There are no goalies.

SUBSTITUTION: Free substitution any time the ball goes out of bounds, after a goal is scored, and/or any time there is a stoppage in play. There is no substitution allowed during running play.

NO SLIDE TACKLING

NO GOALS FROM OWN HALF OF FIELD: All shots must be taken from team's attacking half of the field.
If a player scores from their own defending half of the field, it will result in no-goal and a goal kick for the opposing team.

LENGTH OF GAME: All games will be (2) 10 minute halves or first team to score 12 goals (must play at least half).
There is a 3 minute halftime and will be switching ends. No stoppage time.

START OF GAME: The clock will start by the referee's whistle. If both teams and the referee are ready to go before the scheduled time they may begin game.

END OF GAME: Games will end with the sound of the referees whistle.

REFEREES: One referee will officiate each game. All referee decisions are final.

OFFSIDES: There are no offsides in small-sided games.

MISCONDUCT: Any player, coach or spectator that receives a red card will be suspended from the tournament.

BALL OUT OF BOUNDS: Any time the ball goes out of bounds, it results in a kick-in for the opposition. The opposing team must be 4 yards away on all kick-ins. If the ball goes out for a goal kick, the ball may be placed anywhere on the goal line. Goals cannot be scored directly from a kick-in or goal kick.

FREE KICKS: All free kicks on the attacking half of the field are direct. Defenders must be 4 yards away. If the free kick is closer than 4 yards from the edge of the goal box, then the defenders must stand on the line of the goal box.
All free kicks on the defending half of the field are indirect.

KICK-OFFS: Kick-offs can go backwards. A goal cannot be scored directly off a kick-off, therefore, it is indirect.

GOAL BOX & VIOLATIONS: No player is allowed to step inside of the goal box or touch the ball inside the goal box; no goalkeepers.
If the ball stops in the goal box after a defensive player touches the ball, it is a corner kick.
If the ball stops in the goal box after an offensive player touches the ball, it is a goal kick.
There is no ball contact within the goal box; however players may pass a ball through the goal box.
If a defensive player moves into the goal box to save a goal attempt, a penalty kick is awarded.
If an offensive player moves into the goal box to redirect a goal attempt, the goal is disallowed and a goal kick is awarded.
Any part of the player's body on the line is considered in the goal box and is an extension of such.

PENALTY KICKS: A penalty kick is taken from the kick-off line and may not be contested by the other team. All players on the field must stand behind the penalty taker. If the kick goes in, it is a goal. If the kick misses or hits the post, the result is a goal kick.

UNIFORMS: Coin flip for home team. **HALLOWEEN COSTUMES** are **HIGHLY ENCOURAGED**. Uniforms do not need to have numbers on them. Shin guards must be worn by all players. No hard, sharp or hazardous objects/accessories during play.

PLAYERS, COACHES, & SPECTATORS: Only players and coaches are allowed on the main field. All parents/spectators must stay on the perimeter of the opposite side of the field. No coaching or standing behind goals.

POINT SYSTEM: 10 point scale will be used prior to bracket play. Win=6 points. Tie=3 points. Loss=0 points. Shutout=1 point. 1 point for each goal scored up to 3 goals.

TIE-BREAKER: If two teams are tied in points, the tie-breaker will be the following: 1) head-to-head 2) most goals scored 3) least goals allowed 4) penalty kicks from the penalty spot (4 kicks)

REPORT OF SCORES: The referee will report the final score to the Tournament Directors Table.
Coaches/Managers are encouraged to check the scoreboard to ensure proper results are recorded.

CHAMPIONSHIP GAME: If game ends in a tie, teams will automatically enter PK shootout (4 KICKS PER TEAM)
The winner of the final is the champion, regardless of overall points.

CHECK-IN: Teams must check in from 5:30pm - 6pm Remington Park Officials Table near B-Section concession stand.
Player Liability Waivers must be turned in at this time.

Team Introduction: Family Friendly Costumes. Teams will be lined up in order of check-in.
The team with the best voted and most creative costume will receive a prize.